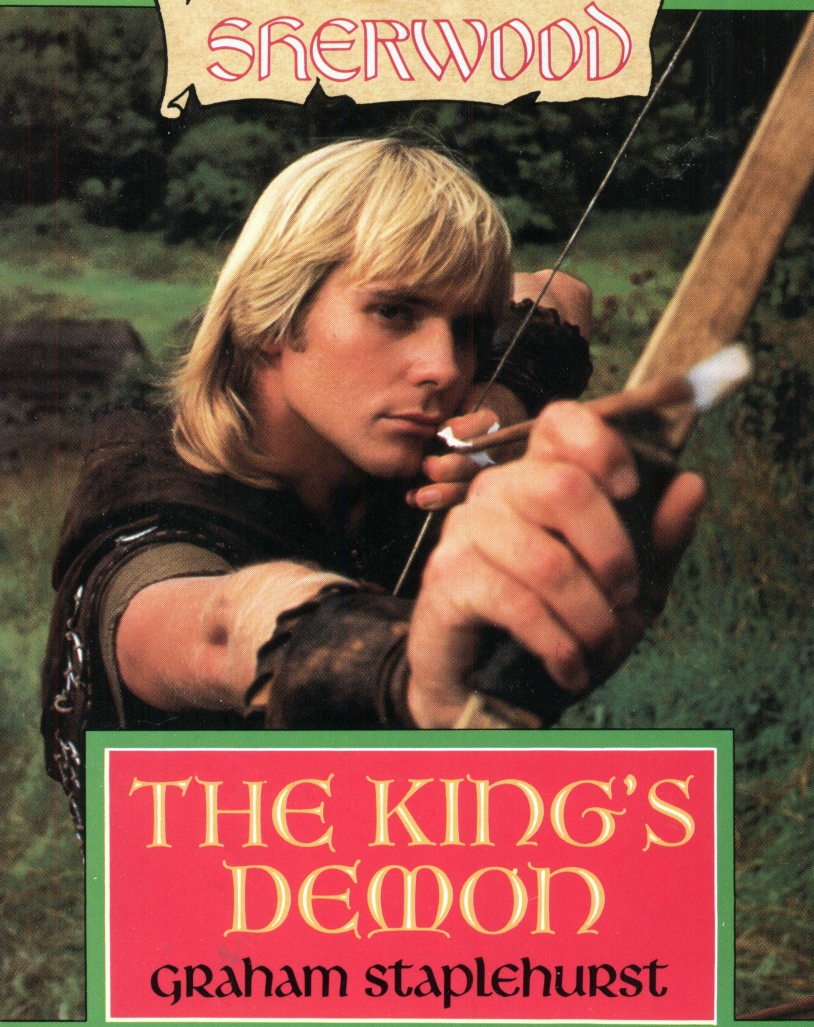
Richard Carpenter's

ROBIN OF SHERWOOD



THE KING'S DEMON

Graham Staplehurst

GAMEBOOK 1

CHARACTER SHEET

Skills

- [19] Hand–to–hand Combat –2 without Albion
- [8] Ranged Combat
- [4] Healing
- [7] Stealth
- [1] Riding
- [8] Disguise
- [5] Minstrelsy
- [4] Perception
- [5] Charm
- [4] Woodcraft

Wound Chart

Power of Light and Darkness

6

Usual Possessions

Dagger
Longbow and Arrows
Rope
Wine
Horse

Special Possessions

Albion
Wild Rose
~~Hunting Dish~~
~~Hound of God~~
spurs

MINNOW BOOKS,
Thank You

Companions

- [ ] Alone
- [x] Marion
- [x] Little John
- [x] Will Scarlet
- [x] Much
- [ ] Tuck
- [ ] Nasir
- [ ]

Puffin Books

ROBIN OF SHERWOOD *Gamebook 1*

THE KING'S DEMON

Have you ever wondered what it was like to be Robin Hood, outlaw and protector of Sherwood Forest? Well, here's your chance. In this Gamebook Marion, Little John, Friar Tuck, Will Scarlet and many more characters from Richard Carpenter's thrilling television series come to life! YOU are Robin of Sherwood, son of Herne the Hunter, champion of the poor and oppressed. It's up to *you* to create the character of Robin, choosing from the many skills and attributes available to you. As you go through the book, you make your own choices and use your skill, judgement and possessions to outwit your old enemy, the corrupt Sheriff of Nottingham and his loathsome bullying servant, Sir Guy of Gisburne. And in *The King's Demon* you also meet a new opponent, Sir Jean de Melusine, a cunning and evil ally of the Sheriff. But Sir Jean is an even more dangerous enemy, with magical powers, and you will need all your wit and strength to overpower the Forces of Darkness that he plans to unleash!

There are now three books based on Richard Carpenter's popular *Robin of Sherwood* television series: *Robin of Sherwood*, *Robin of Sherwood and the Hounds of Lucifer* and *Robin of Sherwood: The Hooded Man*, all published in Puffin.

Other books by Richard Carpenter

ROBIN OF SHERWOOD

ROBIN OF SHERWOOD AND THE HOUNDS OF LUCIFER (with Robin May)

ROBIN OF SHERWOOD: THE HOODED MAN (with Anthony Horowitz)

CATWEAZLE

Richard Carpenter's

ROBIN OF SHERWOOD

Gamebook 1

THE KING'S DEMON

by Graham Staplehurst
Illustrated by Russ Nicholson

PUFFIN BOOKS

Puffin Books, Penguin Books Ltd, Harmondsworth, Middlesex, England
Viking Penguin Inc., 40 West 23rd Street, New York, New York 10010, U.S.A.
Penguin Books Australia Ltd, Ringwood, Victoria, Australia
Penguin Books Canada Ltd, 2801 John Street, Markham, Ontario, Canada L3R 1B4
Penguin Books (N.Z.) Ltd, 182–190 Wairau Road, Auckland 10, New Zealand

First published 1987

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Filmset in Linotron Sabon by
Rowland Phototypesetting Ltd,
Bury St Edmunds, Suffolk

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Dedicated to Bon and Tony

ACKNOWLEDGEMENTS

Series Authors
Paul Mason and Marc Gascoigne
Assistance
Andrew Mason, Rose Smith, Carole Atkin, M.C.

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Your Character

In this Robin of Sherwood Gamebook, you play the character of Robin Hood, outlaw and hero of Sherwood Forest in Nottinghamshire at the time of King John. As you go through the book, you make your own choices and use your skill and judgement to try to finish the adventure in the best possible manner.

The character Robin of Sherwood is based upon the hero of the television series, but the legend of Robin Hood is hundreds of years old. In this book, you get the chance to decide which of the many skills available to Robin Hood your character will be best at. In the front of the book, you will find a page headed Character Sheet. You will need to keep this page available all the time you are playing this Gamebook, as the notes on it will tell you what Robin can do.

Before you start playing the game, you will need to get two ordinary dice, a pencil and a rubber. If you want to, you are permitted to make a photocopy of the Character Sheet (for your own use only), so that it is easier to refer to.

There are three main compartments on the Character Sheet. The first of these is labelled SKILLS. In Robin of Sherwood Gamebooks, you have ten skills, and you decide how good you are at each of them before you start the adventure. The second compartment is a diagram labelled WOUND CHART. In the course of your adventure you might have to fight off hostile people, or those who want to capture you. In the course of fighting them, it is likely that you yourself might be hurt, and receive wounds, which are then marked on the diagram. This is explained in the Combat section, later in this introduction. The third

than 10 in any skill. For example, with 37 points you might spend them as follows:

Skill	*Points*	*Ability Score*
Hand-to-hand Combat	5 + 4	9
Ranged Combat	5 + 3	8
Healing	1 + 3	4
Stealth	1 + 6	7
Riding	1 + 0	1
Disguise	1 + 7	8
Minstrelsy	1 + 4	5
Perception	1 + 3	4
Charm	1 + 4	5
Woodcraft	1 + 3	4
	37	

Write all your final ability scores in the boxes provided on the Character Sheet. When you need to use a skill in the course of the adventure, the paragraph instructions will tell you to make a Skill Roll. To do this, you simply roll two dice, add them, and then *subtract* your ability score in that skill from the number you rolled. For example, if the character shown above is asked to make a Stealth Roll, the player rolls two dice: suppose they are 2 and 4, adding up to 6. His Stealth ability score is 7, so he ends up with $6 - 7 = -1$. This number is called the Skill Result.

Sometimes, you simply find out what your Skill Result is and compare that with the numbers given in the paragraph, following the appropriate instruction. For example, suppose the paragraph reads:

MAKE A STEALTH ROLL:
2 OR LESS ▶ 233
3 OR MORE ▶ 109.

Then the character would turn to paragraph 233, since −1 is '2 or less'.

compartment is labelled POSSESSIONS. You start off with a selection of items you carry around. As the story progresses, you may gain new possessions or even lose some. Mark all the changes in this compartment.

Skills

There are ten skills in this game, each with their own uses. An outline description of each of them is given below. At the start of the game, you have a basic ability score in each skill, as shown here:

Skill	*Ability Score*
Hand-to-hand Combat	5
Ranged Combat	5
Healing	1
Stealth	1
Riding	1
Disguise	1
Minstrelsy	1
Perception	1
Charm	1
Woodcraft	1

Before you start playing the adventure, you may add to these ability scores. To do this, you are given a number of points to 'spend'. Roll two dice and add them up, then add 30. This is the number of points you have. For example, if you roll 2 and 5, you have 2 + 5 = 7, plus 30, giving a total of 37 points. You can spread these points however you like among the skills listed above, but you may not have an ability of more

At other times you need to refer to a table. Combat normally uses a special table to determine results, as explained in the section on Combat. The other table in the book is the Skill Result Table (inside back cover). This is used for skills like Healing. To use this table, you simply roll two dice and obtain a Skill Result as described above, then find that result in the left-hand column of the table. Look across to the column headed with the skill you are using, and the box tells you how good your use of the skill was.

HEALING

You can use Healing skill whenever indicated by the paragraph or when this sign is shown in the margin: If Marion is with you at the time, she can attempt to heal you: she has an ability score of 10. Otherwise you must use your own ability score. To use Healing skill, you obtain a Skill Result and refer to the Healing column of the Skill Result Table. A successful use of the skill enables you to heal one or more wounds you have received in combat. Choose which wounds you will heal and rub them off the WOUND CHART on your Character Sheet. Healing skill is also sometimes used at the end of a fight: see the section on Combat.

STEALTH

Robin Hood uses Stealth skill to sneak around and avoid being seen or heard by his enemies. It is also useful in trying to surprise opponents, for example, when you want to set an ambush.

RIDING

Riding skill is used when you are attempting to do something tricky on a horse, such as escape from

someone chasing you. It is also used when trying to ride an unfamiliar horse or getting a horse to do something for which it has not been trained.

DISGUISE

This skill can be very useful for situations where you need to go somewhere you might be recognized by enemies, such as into a busy town. With good Disguise skill and some luck, you might even be able to bluff your way into Nottingham Castle and surprise the Sheriff!

MINSTRELSY

Minstrelsy skill combines entertainment with knowledge. It allows you to sing, tell stories, play a musical instrument and entertain people from drinkers in an alehouse to lords in their castles. It also gives you knowledge of many old tales and legends, and of the nobility of Norman England. Such information can be invaluable.

PERCEPTION

Perception is using all your senses to gather information about your immediate surroundings. It includes sight and hearing as well as Robin Hood's 'sixth sense' – his ability to sense danger. A good Perception skill will help you to pick up useful details and additional information as you go through the adventure.

CHARM

This skill gives you presence and the ability to bluff, threaten or charm your way out of a potentially difficult situation involving other people, or get them

to give away something they were trying to keep secret. For example, if you have disguised yourself successfully to attend a court held by the Sheriff, you might use Charm skill to get information out of his guards there; or you might use it to plead for the release of a friend arrested by the Sheriff's men.

WOODCRAFT

The Woodcraft skill combines knowledge of Sherwood Forest with the skills needed to survive in the wild: tracking, hunting for food, foraging, identifying animals, plants and trees, and so on.

Combat

Combat skills are used when you are trying to fight an opponent. There are two combat skills: Hand-to-hand Combat and Ranged Combat.

HAND-TO-HAND COMBAT

This is fighting at close quarters with a weapon such as a sword or a quarterstaff. Robin Hood has a magical sword named Albion which is sometimes of great use to him; its special powers are explained when they come into use during the adventure. If for some reason Robin does not have Albion, it is always assumed that there is something available for him to fight with, be it a staff, club, lump of wood or even just his fists. Although, like other skills, your ability score in Hand-to-hand Combat cannot exceed 10 at the start of the

game, it is sometimes adjusted for special circumstances. Keep track of any changes in your Combat skills on the Character Sheet.

RANGED COMBAT

This is using missile fire to try to wound an opponent at a distance. Robin Hood usually uses a longbow, as do his companions, but longbows were rare in England at the time. Other characters you meet during the adventure might use crossbows or slings, or throw spears and rocks.

RULES FOR COMBAT

When you have to fight an opponent, you normally resolve the combat in a series of rounds. In each round, you get to attack once by rolling two dice and subtracting the appropriate ability score (for Hand-to-hand or Ranged Combat). You then find this Combat Result on the left-hand column of the Combat Result Table (at the back of the book) and read across that row until you reach the column indicated by either your opponent's Combat skill, for Hand-to-hand Combat, or the Range number, for Ranged Combat, as given in the paragraph.

The square you end up in is divided into two halves. For example, if you have a Hand-to-hand Combat skill of 9 and you roll a 7, your Combat Result is −2. Find the −2 row on the Combat Result Table and look across. Let's say your opponent has a Combat skill of 3 (he's not very good). The square at row −2 and column 3 shows:

The symbol in the top right half of the square indicates the wound(s) you inflict on your opponent; the symbol in the bottom left half of the square the wound(s) he inflicts on you. In the example, you hit him in the leg twice, while he hits you in the body. Wounds are explained below.

Sometimes one or other of the opponents has no chance to inflict injury on the other – for instance, when you fire a longbow. In these cases, look up the result as normal and ignore the other half of the square, noting only the wounds on the affected person and ignoring any wound specified for the attacker. For example, if you have a Ranged Combat skill of 9 and roll a 7 for a Combat Result of −2, when the Range number given is 3, you get to the same square as in the example above. Your arrow does a nasty (double) injury to the target's legs area, and you ignore the symbol indicating a body wound for yourself.

WOUNDS AND WOUND AREAS

When you enter combat with an opponent, you will need the diagram showing his body as well as the diagram, on your Character Sheet, showing your own body. The diagram is divided up into four Wound areas: head, arms, body and legs. Some areas of the body are more vulnerable than others to wounds.

Head. The head normally has only one segment. It is marked 'KO'. This means that any hit to the head will be a knock-out and the person receiving it is overcome.

Arms. The arms area normally has three segments. The first of these is blank, and the first wound taken in the arms is crossed off here. Blank segments are always marked off first, for any wound area. The second segment is marked '−2', and the second wound taken in the arms is crossed off here. The

'−2' means that the person now reduces his or her Hand-to-hand Combat ability score by 2 until the wound is healed and the mark on the segment erased. The last segment in the arms area is a 'KO': a third wound in the arms indicates defeat.

Body. The body area normally has five segments. The first four of these are all blank and can be marked off in any order. The last segment in the body area is a 'KO'.

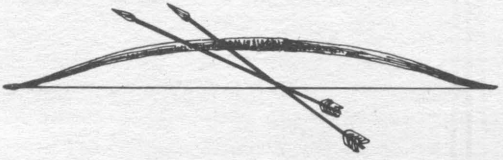
Legs. The legs area normally has four segments. The first of these is blank. The second is marked '−1': Hand-to-hand Combat ability score is reduced by 1 until the wound is healed and the mark on this segment erased. The third segment is marked 'Free Shot'. This indicates that, *for the next round only*, combat is resolved as normal, but the wounded person fails to inflict any wounds on his opponent. The last segment in the legs area is a 'KO'.

COMBAT SYMBOLS

The following symbols are used in the Combat Result Table to indicate wounds:

†	Head wound	A	Arm wound
B	Body wound	L	Leg wound

ow! Knock-back. This is a special result which causes no damage to an opponent, but forces him backwards or off balance. For the next round only, his ability score is reduced by 2. The round after that, he resumes fighting normally, assuming he is still on his feet!



FIGHTING MORE THAN ONE OPPONENT

If you have to fight more than one opponent at once (rather than in sequence), you still make only one roll each round. Add their Combat ability scores together and make a roll to obtain a Combat Result. The effect is given by the column of their combined ability scores. You can only wound one person each round. The paragraph may specify which you can hit. If not, you must decide which opponent you are aiming for, *before* rolling the dice and obtaining a Combat Result.

KEEPING TRACK IN A COMBAT

When a wound is inflicted on a person, cross off the relevant segment(s) of the wound areas in the order given above and adjust ability scores if necessary. Always use an 'x' to mark a wound, unless you are otherwise instructed, since sometimes you may receive special wounds. When a person receives a knock-out in any area, he or she has been overcome – not necessarily killed, but defeated by a more skilful or lucky opponent. You may also need to keep track of the number of rounds that a combat takes: remember, each attack you make is one round. A paragraph will tell you when you need to keep track of time in this way and will provide a set of boxes to cross off (one each round). The reason for this is that other people or events may catch up with you in the middle of a fight.

GETTING RID OF WOUNDS

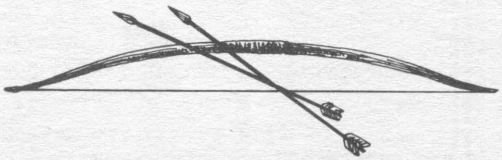
Once you have taken some wounds, it is easier for an opponent to defeat you, since he will need to give you fewer wounds to achieve a knock-out. Whenever you see the healing symbol beside the text, you can attempt to use your Healing skill to heal some of the wounds you have taken.

SIMULTANEOUS KNOCK-OUT

Because both participants in a fight can receive wounds in a round, it is possible for both you and your opponent to be knocked out in the same round. This is a simultaneous knock-out. To see who is actually victorious, first check if there is anyone else around who you were supposed to fight: if there is, then they will automatically overcome you before you can recover. Similarly, if your friends are with you, they will come to your aid and keep your opponent overcome. If you and your opponent were fighting alone, you get the chance to make a Healing Roll before your opponent recovers. If you succeed in healing at least one wound, you will no longer be knocked out, and you can overcome your opponent. This is the only time you are allowed to make a Healing Roll without a specific instruction in the text.

SPECIAL COMBATS

Occasionally, you will have to fight someone in a non-standard situation. In these cases, any changes to the basic rules presented here will be noted in the paragraph. For example, you might have to fight a mounted opponent who is higher than you. Because of this, you cannot strike him in the head and you might be instructed that any head wound result you obtain against him should be ignored and treated as a miss instead.



Possessions

There are three columns in the POSSESSIONS section of your Character Sheet. The first is for Usual Possessions, the equipment which Robin Hood commonly carries around with him. Below, there is a list of such items, from which you can choose up to three. During the adventure you may acquire additional items or lose those you already have. When this happens, make sure you write down the changes on your Character Sheet. You may not have more than five Usual Possessions at any time.

The second column is for Special Possessions. You start off with one Special Possession – your magical sword Albion. You may gain and lose Special Possessions as described above.

The third column is for Companions. The other comrades in your band are listed here. At the start of the adventure you should tick all the boxes beside their names, since they are all with you. As you go through the adventure, your companions may leave or get separated from you, in which case you should keep track of who is there and who is absent. If you go off alone, you can tick the 'Alone' box to make this easier to record, and should you meet with your friends again you will know who was there before you left them.

Occasionally, a paragraph will allow you certain choices depending whether or not you have a certain possession or companion with you. A quick check on the Possessions lists on your Character Sheet will establish this.

USUAL POSSESSIONS

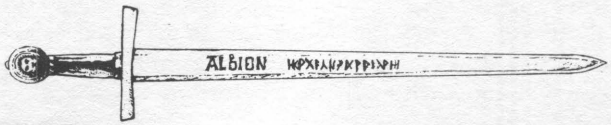
You start off with a *dagger* and a *longbow and arrows*. You may also have up to three of the following items:

Horse*
Sword
Silver crucifix
Bag of silver coins
Rope
Skin of wine
Staff
Large cloak
Pouch of herbs**

* The presence of a horse on your Possessions list indicates that you always have the possibility of having a horse (imagine it tethered somewhere safe in Sherwood Forest): you cannot lose it as you can your other possessions.

** These herbs can be used with any *one* Healing Roll to improve your ability score by 3. Delete them after using them.

You may have more than one of any item if you wish.



SPECIAL POSSESSIONS

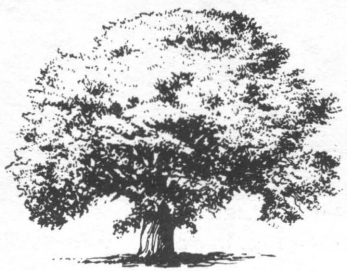
You start off with one special item: Albion. This is a magical sword forged by the legendary Wayland the Smith. It was originally one of seven swords imbued with the Power of Light and Darkness, but now is the only one remaining. It was given to you by Herne the Hunter.

Power of Light and Darkness

As Robin Hood, Herne's son and protector of Sherwood Forest, you have special power – the Power of Light and Darkness. You are chosen by Herne because you have the Power, and it can help you when you are in trouble. However, using the Power too often lays you open to corruption by the Forces of Darkness.

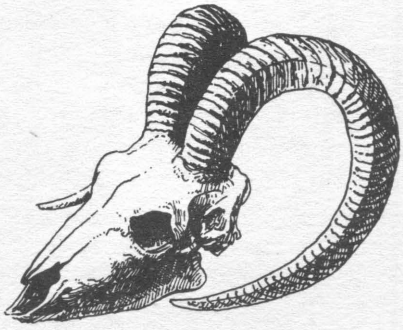
In the Robin of Sherwood Gamebooks, your character starts the adventure with 5 points of Power of Light and Darkness (abbreviated to Power in the paragraphs). During the adventure it is possible to gain Power, 'spend' it to help your character out of tricky situations, or even lose it as a result of foolish or ill-advised actions. At the end of the tale, the number of points of Power of Light and Darkness left to your character is used to assess how well you have done. If you play the adventure through more than once, try to improve on your 'rating' and find a better solution to the mystery of *The King's Demon.*

If you ever drop to 0 points of Power, you no longer have the Power of Light and Darkness and you lose all your companions, as Herne directs a new Hooded Man to take your place. The game is over for you . . .



Failure

It is possible that you will fail to complete this adventure when you read through it. You might run out of time, be captured or even overwhelmed by some evil agency. Whenever this happens and you come across the words 'The End', you have failed. But take heart – you can try again! You can either design a new character or use the same one as before. If you use the same Robin, remove all Special Possessions other than Albion and pick which three Usual Possessions you will take. You also start again with 5 points of Power. Remember to go through the book and rub out any marks you have made in the paragraphs, for example if you fought anyone and wounded them.



1

The trees stand all around you, tall and green, mighty towers in the citadel of Sherwood Forest. Overhead the sun burns bright and hot, heralding long summer days to come.

You are alone. You are Herne's son.

Herne's spirit is all around you; it leaps with the deer and runs with the wolves. Herne is the Hunter and Herne is the Protector. The sound of the forest and all its teeming lives comes to you and echoes from mossy floor to leafy roof.

You are Herne's son. You are the shepherd of his flock.

Sunbeams strike the ground all around you until they are suddenly cut off. The dark face of a cloud passes over the sun. It is time to return to your friends and prepare for the task Herne has given you.

Marion comes back into the camp looking a little flushed from her exertions and also rather excited. She has been into Nottingham today, as it is market day and easier to slip past the guards on the town gate, disguised as a farmer's daughter. Will and Little John walk down from the knoll where they have been practising their archery, and you all gather by the cooking-fire where Much and Tuck are preparing a tasty venison stew. When everyone is present, Marion tells her news:

'I met Ellen today, the serving-maid I used to be friendly with in the castle. She still keeps her eyes and ears open for us – remember when she told us about the Bishop of Leicester coming to visit Abbot Hugo? Ellen said that all the stewards were in a fluster today, as the Sheriff is worried about some French nobleman who is supposed to be arriving soon. I hadn't heard of him, but Ellen said the name she heard was Sir Jean de Melusine. He's stopping on the way to York, on the King's business.'

Marion's news sounds important to you, and you rack your brains to see what you know about Sir Jean.

MAKE A MINSTRELSY ROLL:

2 OR LESS ➧ 147

3 OR MORE ➧ 291

2

You and your friends soon reach the path which Sir Jean must follow on his way from Nottingham to Haxhey. In this area there is none of the easy cover for you to lie hidden in, such as you are used to finding in Sherwood.

You must search around for the best place to lay the ambush. There are small copses and hedgerows, ditches and banks. But which will be most effective?

MAKE A STEALTH ROLL:

1 OR LESS ➧ 394

2 OR MORE ➧ 265

3

You set off for Nottingham, having first borrowed some rough peasant's clothes from a neighbour of Father Cedric. You hope that this disguise will enable you to get past the town guards on the gates so that you can contact friends who live and work in the castle.

YOU CANNOT TAKE YOUR LONGBOW AND ARROWS WITH YOU. CHECK YOUR CHARACTER SHEET AND SEE WHICH POSSESSIONS YOU HAVE WITH YOU AND WHICH YOU LEAVE IN HAXHEY.

Soon the walls of the town become visible and you cautiously approach the gates in the company of an unsuspecting carter.

MAKE A DISGUISE ROLL:

5 OR LESS ➧ 106

6 OR MORE ➧ 94

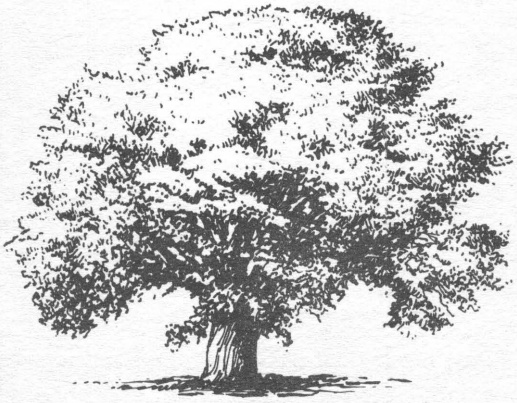
4

Though hard pressed, Sir Jean is still laughing when you cut him down, your weapon slicing through his cloak and tunic. For a moment your vision is blurred, then you see him collapse to the ground.

The cloak seems emptier sprawled upon the ground. You turn it over and see no French sorcerer within, but the carcass of a ram. Your eyes are drawn up to the branch where Sir Guy was hanging and where now hangs a sheep. Sir Jean has perpetrated another illusion.

More troubled than ever, yet thankful you defeated Sir Jean, you determine to return to Haxhey immediately and protect the villagers from him.

37



5

You wander through the forest, looking for the woman. Sunlight filters through the greenery overhead whenever the clouds break and you hear all manner of bird calls, but there is no sign of her. You catch a glimpse of black and white from the corner of your eye and spin around, only to see a pair of magpies.

5

Then, when you come over a low ridge, you see her, slumped on a fallen, mossy tree-trunk beside a flower-filled pool. You run up to her and introduce yourself.

'Robin Hood? Really? Oh, Blessed Virgin and all the Saints in Heaven. To have found you when I had given up to despair. Robin, I am Marion's friend from Nottingham Castle, Ellen.' She starts coughing, and you see how terribly exhausted the woman is. Evidently she will need some time to recover.

IF YOU HAVE ALBION, DO YOU:

SEEK OUT YOUR FRIENDS, LEAVING ELLEN HERE UNDER THE FOREST'S PROTECTION? ▸ 344

WAIT WITH ELLEN UNTIL SHE RECOVERS? ▸ 79

IF YOU DON'T HAVE ALBION, DO YOU:
SEEK OUT YOUR FRIENDS ALONE, LETTING ELLEN REST? ▸ 296
WAIT AT ELLEN'S SIDE? ▸ 15

6

NOTE ON YOUR CHARACTER SHEET THAT YOU ARE ALONE.

The villagers and your friends troop off up the hill, exhibiting a surprising degree of solemnity, considering their activities during the rest of the holiday. Every man, woman and child is silent as the informal procession leaves.

Soon the village is quiet and mysterious in the twilight. The last fading shades of red dwindle in the violet sky and to the east the first stars of the evening show in the deep indigo of night.

You are startled out of your reverie by Father Cedric calling to you. He is walking over to the little church and you follow to make sure he comes to no harm. Inside, light is provided by a number of candles. The cooler evening air sends a shiver down your spine.

'Can you give me a hand here, Robin?' asks Father Cedric. He is by the altar, apparently trying to move it. Once you go to help him the stone block is easily slid to one side, revealing a small hollow from which the priest withdraws a long bundle wrapped in black cloth. You help Cedric move the altar back.

He unwraps the bundle. It contains a long pole with a spoke arrangement at one end; a light yoke which he fixes across the pole near the spokes; a long black cloak which then hangs from the shoulders of the yoke; and finally an ancient yellowed skull with huge, curling, jet-black horns.

'Yes,' says Father Cedric. 'The skull of the Black Ram.'

▸ 31

7

You have no idea who the crazed woman is, and she obviously does not wish you well. But how can you get out of this embarrassing situation?

DO YOU:

TRY TO CALM HER HYSTERICAL OUTBURST BY GRABBING HER AND SHAKING SOME SENSE INTO HER? ▸ 109

TALK GENTLY AND KINDLY TO HER, TO TRY TO PLACATE HER HATRED? IF SO, MAKE A CHARM ROLL:

0 OR LESS ▸ 190

1 OR MORE ▸ 380

8

You recall a rhyme, regarded by many as just a piece of doggerel, which seems peculiarly appropriate.

When the silver's in his eyes,
One man speaks another man's lies.
Let the sunlight work on gold,
Then he'll speak from his own true soul.

You recite the words to Gisburne, to no effect, then realize you need something gold to make the rhyme work.

IF YOU HAVE ALBION OR THE GOLD FLEECE BROOCH ▸ 107

IF NOT ▸ 308

9

You set off into the trees, alone. The shadows lengthen in the forest and you feel at home in the realm of Herne.

IF YOU HAVE THE WILD ROSE ▸ 21

IF NOT ▸ 30

10

With a sudden burst of energy you twirl Albion around and lay out both men with the flat of the blade. One falls in some bushes, the other into a patch of nettles beside the field. You sheathe your sword hurriedly, gather up the woman in your arms and run with her back towards the forest.

It is not far, although the exertion is great. You pause at a stream, and make the woman drink some of the cold, sharp water from the little brook. She quickly recovers after drinking and as she runs along beside you up the slope to the trees, you tell her who you are.

She gasps and stops briefly. 'Robin!' she cries excitedly. 'Why, I was praying I might find you. I'm Ellen!'

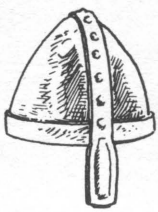
She tells you that she is the serving-maid friend of Marion's from Nottingham Castle – or was, until today. Eventually, you reach a relatively safe place in the forest and sit down. There she tells you what has passed today.

➧79

11

You will have to run after Guy and hope that he has to pause somewhere to rest or is forced to stop for some reason. Most of all you hope that Matthew and his friends have got bored and gone home.

➧372



12

You manage to knock away the preacher's flailing hand and wrest the frightened animal from his other arm. You gently set it on the ground, and Cerys quickly grasps the leash, so that you can turn your attention to the crazed preacher.

'Impudent wretch!' he exclaims. 'Have ye no respect for men of the cloth?' He turns to the crowd of villagers who are looking on anxiously, and tries to continue his tirade.

'Repent, ye heretics. Abandon . . .' He is cut off by a shout.

'Stop this nonsense!' you cry.

▶ 62

13

The other pursuers have caught up with you and you are dashed to the ground as the sturdy villagers charge into the fray. A general ruck ensues, with you caught at the bottom. You feel like a rat in a mangle!

YOU TAKE 2 WOUNDS TO THE BODY AND 1 TO THE LEG.

IF YOU ARE NOW OVERCOME ▶ 277
IF NOT ▶ 239

14

You must leave Haxhey, even though you know that your protection might be the only thing which can save it. But it is best to go now rather than incur the lingering wrath of the villagers, and perhaps they will soon forget the unfortunate incident. You need not leave alone, however.

DO YOU:

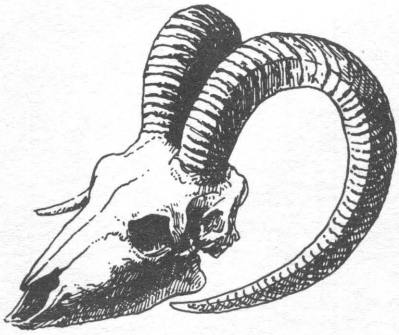
LEAVE WITH YOUR FRIENDS? ▶ 47
GO OFF ALONE? ▶ 63

15

The strength slowly ebbs from her and you can do nothing to help – she is too wounded to live, or even speak further.

Eventually her breathing ceases and she lies in peace at last. You hang your head, knowing somehow that you are too late. You have failed Herne, but you hope that he might forgive you.

THE END



16

You begin to realize how many important events have connections with Haxhey, and you wish your friends were here to help you in case some new evil befalls the village.

As if in answer to your wish, you suddenly see a small group heading towards the priest's house. Your companions are here, and a number of villagers are with them, excited at having more of Robin Hood's band in Haxhey today. You greet them joyfully in the village square.

17

Ahead of you are two red-clad figures, swinging clubs. You recognize them as Boggans, the referees of the Hood Game. But why are they here? You are the only one around and the Hood must be miles away by now. The two Boggans advance towards you, twirling their clubs menacingly.

DO YOU:

RUN OFF AS FAST AS YOU CAN? ▸ 64
WAIT TO SEE WHAT THEY DO? ▸ 82

18

The way through the forest is difficult, with many low branches, protruding roots and animal holes to catch

the unwary rider. Perhaps it would have been better to leave the horse behind?

MAKE A RIDING ROLL:
1 OR LESS ▸ 119
2 OR MORE ▸ 78

19

As the Haxhey team was rather short on numbers, all your male companions have been drafted into the side, and have raced off after the Hood.

Meanwhile, preparations continue for the afternoon's feast. You reflect wryly that the Hood Game was probably invented only to keep the more boisterous elements of the village's population from under the feet of those making the really *important* contribution to the festivities! Already mouth-watering smells and the delicate aromas of herbs and seasonings are wafting through the air, tantalizing your taste-buds.

It's a beautiful day, and you pick yourself a comfortable spot on the banks of the stream which flows past the village. Butterflies flit, the stream gurgles contentedly, and the pleasant warmth of a spring morning lulls you into a well-deserved snooze.

When you wake, the sun is higher in the sky, and you can hear excited squeals and cries from the town. Obviously the preparations are well advanced. You wander back to the bustle of the village square.

IF YOU HAVE JOHN'S STAFF ▸ 374
IF NOT ▸ 226

20

With a whispered 'Goodbye', Marion is gone. You wait. After quite some time, she has not reappeared, and you become very anxious. Your sixth sense prickles at the back of your neck. *Where has she got to?* you wonder, and the horrible possibility of her capture

springs to mind. You wonder what the loathsome Sheriff would do if he had her in his grasp again.

You decide to rejoin your friends. They are still waiting at the edge of the forest. Tuck looks concerned and asks you, 'Where's Marion?'

You have to tell him you don't know, and add that you're worried too. You try to think of some plan to find out what has happened to her and rescue her if necessary; but suddenly Marion appears, dishevelled and frightened.

'Oh Robin. Thank the Lord I've found you,' she says, still trembling. You manage to calm her down and convince her that she is safe. Her first action is to lay down a gold brooch in the shape of a fleece.

NOTE GOLD FLEECE BROOCH ON SPECIAL POSSESSIONS.

▸236

21

The moon rises high above you, bathing the trees in an eerie silver light. A mist soon wraps you in an ethereal shroud of vapours.

Your confidence and feeling of well-being seep away, as the forest assumes an unfamiliar aspect. The trees seem to loom over you and rustle their leafy limbs. Where is Herne?

Soon you find yourself in a forest glade. The mist swirls about you, and suddenly you see a huge, horned, dark-cloaked figure, standing across the glade from you.

DO YOU:

INSTANTLY DRAW ALBION AND ATTACK THE CLOAKED FIGURE? ▸40

WAIT CAUTIOUSLY FOR THE FIGURE TO ACT? ▸50

22

You make camp with your companions and have a cold supper of smoked venison and a leafy salad. Then you manage to sleep and rest until morning. You rise with the sun, gather your things together and head for the village of Haxhey.

286

23

You breathe again when he carries on without a break. Obviously he is too concerned with his captives to notice you in the crowd. You quickly pass through the rest of Nottingham and out of the gate, on the road to Haxhey.

257

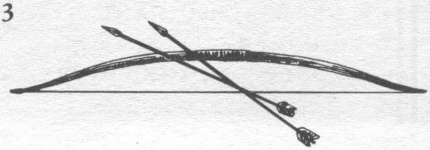
24

It is now mid-morning and, after a little light refreshment provided by one of the goodwives, you notice the children of the village assembling in front of the Moot Hall. Aelmer's daughter Cerys, looking pretty in a yellow smock and ribbons, goes to the pen in the centre of the square to take out the lamb. She has been granted the privilege of leading the Parade of the Lamb.

All the villagers stand outside their homes, watching the gay procession move off. The children walk in pairs with branches and flowers held high. Some beat drums or ring little bells, and a couple of older children play flutes.

As you stand watching, someone touches you on the shoulder. You turn around and see Alison of Wickham.

113



25

You have escaped from the house into the fields surrounding the farm – but you no longer have Albion. Before long it will undoubtedly be in the possession of the cursed Sheriff.

Miserably, you make for the forest, seeking solace in the grandeur of the trees and the majesty of the deer.

DO YOU:

SEEK OUT THE REST OF THE BAND? ➧ 242

LOOK FOR THE WOMAN YOU WERE TRYING TO AID? ➧ 44

26

Gisburne's experience and skill are telling and after a struggle he disarms you; your sword flies into the undergrowth and strikes sparks off a stone. You are at his mercy and expecting a final, deadly blow from him, but he turns the flat of his blade on you, and merely clouts you on the side of the head, knocking you out.

You awake to find yourself slung over the saddle of

Sir Guy's grey steed, in front of the steward. Your arms and legs are tied and your mouth gagged as he carefully picks his way through the woodland. Soon the trees thin out and there is open country ahead. Gisburne has avoided your companions and takes a circuitous route around the forest back to Nottingham with his prize.

▶400

27

Little John suddenly appears behind your opponent and cracks him over the head with his massive quarterstaff.

▶154

28

You pick a particularly bushy thicket and worm your way into it. There you wait patiently as pursuers begin to arrive in the area.

MAKE A STEALTH ROLL:

−3 OR LESS ▶136

−2 OR MORE ▶351

29

Just as you decide to head into the forest, you spot a suspicious-looking figure, darting from hedge to hedge across the fields. This intrigues you, and you feel you should investigate. However, since you are mounted on a horse, you will easily be seen.

DO YOU:

RIDE UP OPENLY? ▶141

DISMOUNT AND CREEP TOWARDS THE PERSON? IF SO, MAKE A STEALTH ROLL:

2 OR MORE ▶98

3 OR MORE ▶125

30

It is a strange night in Sherwood. The forest seems to glow with its own inner radiance, a silvery light which makes the familiar glades, paths and thickets seem somehow different . . . even menacing. Mist coils among the trees and the woodland sounds are muted, as if you have strayed into an underground world.

IF YOU HAVE THE GOLD FLEECE BROOCH ➧ 60
IF NOT ➧ 71

31

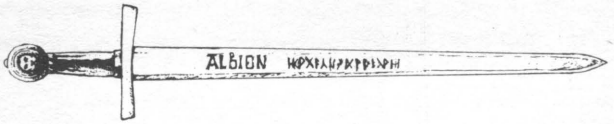
Father Cedric demonstrates to you how the Black Ram's skull is hoisted high upon the pole, the swirling drapery of the cloak hanging below, to give the impression of some immense and awesome demon. In the whitewashed interior of Cedric's church it seems lifeless and comical, but you see how fearsome it must appear in the firelight on top of Hoden Hill.

Then an alien voice echoes your laughter. You turn round and see two men standing in the doorway of the church. They taunt you: 'Does Robin Hood hide in churches now?' The indistinct light reveals them to be mailed guards – dressed in the livery of Sir Jean de Melusine. With deliberate slowness, they draw their swords.

DO YOU:

DRAW YOUR OWN WEAPON AND RUSH TO ATTACK THEM? ➧ 262

REMAIN WHERE YOU ARE AND PREPARE TO DEFEND YOURSELF AND FATHER CEDRIC? ➧ 285



32

It is Sir Guy of Gisburne. His features are mottled and blue and his limbs hang lifeless, swinging slightly in the warm breeze. The noose is drawn tightly around his neck and he has choked to death. The hideous sight is frightening and the stench pervading the air sets your nerves on edge.

IF YOU ARE WITH ANY COMPANIONS ▸ 127
IF YOU ARE ALONE ▸ 139

33

'Robin Hood!' she cries. Her face is lined with contempt. 'How dare you show your face here! After the ills you brought upon our family. Oh, the shame of it.' She draws nearer and looks ready to strike or spit at you.

MAKE A PERCEPTION ROLL:
2 OR LESS ▸ 178
3 OR MORE ▸ 7

34

As you run out in front of Sir Guy's horse, your friends swing from the trees.

IF NO ONE WAS ON THE LOW OR MIDDLE ROPES ▸ 312
OTHERWISE . . .

Sir Guy reins in his horse, and you prepare to strike, but you are knocked violently to the ground by a companion on a lower rope. You fall over backwards and hear a tremendous crashing as the branch snaps and another friend is thrown unexpectedly to the ground.

In the confusion, Sir Guy jumps over your prone body and gallops on.

TAKE 1 WOUND IN THE BODY AREA. DELETE THE COMPANION ON THE HIGH ROPE (IF ANY) AND THE HOLDER OF EITHER THE LOW OR MIDDLE ROPE (YOUR CHOICE). THEY ARE INJURED AND MUST RETURN TO THE CAMP.

CHECK YOUR USUAL POSSESSIONS LIST:
IF YOU HAVE A HORSE ▶ 391
IF NOT ▶ 11

35

You try to barricade the door; Father Cedric helps as best he can.

'It must be tonight he's desperate about. If we can but hold him off until sunrise, the fire will be burned out and he can do no mischief. I fear for the villagers' lives in the face of his wrath, but with your friends to help them I'm sure they'll survive. They will miss the ceremony too, for many believe it truly helps their crops and flocks.'

The door has no bar, but you pile benches in front of it. Outside Sir Jean soon grows impatient and his men start battering at the door. At first the barrier you have built stands firm, but then the men return with a heavy object to ram it with. Before long the door splinters and is pushed in. A number of mailed guards thrust their way in, shields high to protect themselves, and quickly clamber over the benches. You valiantly defend the priest and his relic, striking several men down. Then, when the men are beaten off for a moment, you see the daunting figure of Sir Jean enter the church. With a single gesture and a screech, he hurls a savage, demonic force at you.

IF YOU HAVE ALBION ▶ 43
IF NOT ▶ 205

36

Suddenly you spy a figure darting furtively from hedge to hedge across the strip-ploughed fields, which are still light green with young corn and turnips. When the person gets closer to your hidden vantage-point, you can see ragged clothes and faltering steps, and you realize that this person is in the last stages of exhaustion. You determine to go to his or her assistance.

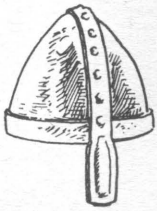
DO YOU:

ATTEMPT TO APPROACH UNSEEN? IF SO, MAKE A STEALTH ROLL:

−1 OR LESS ▸ 98

0 OR MORE ▸ 125

APPROACH OPENLY? ▸ 125



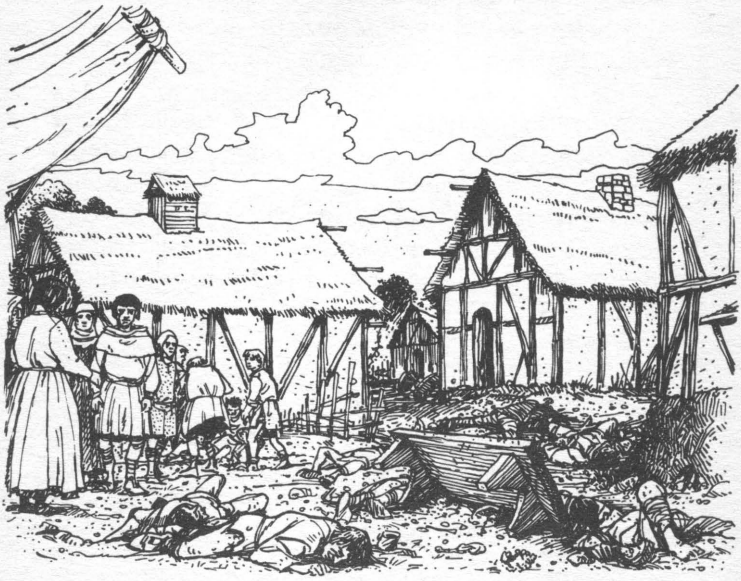
37

The village square looks more like a battleground than a rural corner of England. Sprawled figures, felled by their own gluttony, are scattered among the debris of the feast. Bones, broken platters, trampled flowers, crusts of pies and loaves – all lie strewn in the well-trodden grass.

Most of the villagers have eaten their fill, consuming as much in one sitting as they might in two weeks of a hard winter. Now you realize how some get to be big enough to play in the Hood Game!

By now, evening is drawing near and the sun is setting. It throws a red glow over the whole landscape; on fields of corn the breeze stirs undulating shadows

between copper-headed stalks; in the trees starlings scream and twitter, wheeling and peppering the crimson haze with dark shapes. The sky hangs heavy with rolls and furls of cloud, which resemble blood-soaked fleeces flayed from some giant's flock.



The villagers are gathering together at one side of the square. They are preparing to go up Hoden Hill and light the bonfire that will become the fire of banishment. As you look round, there is no sign of Father Cedric, but one of the villagers explains: 'He'll come last, as the tailless Black Ram always does.'

DO YOU:

STAY BEHIND TO PROTECT FATHER CEDRIC? ➧6

GO UP HODEN HILL WITH THE OTHERS? ➧53

38

You wrestle with the preacher, who has a strong grasp on the lamb. He loses his footing and falls over backwards, pulling you over with him. You hear a sickening wrench and realize that he has broken the lamb's neck. The beast hangs limply under his arm and he looks stunned as you stagger upright again.

Suddenly he leaps up and hurls the dead lamb on the path. 'See!' he cries. 'Your false god is stricken down by the arm of the Lord.'

When the villagers realize what he has done, their angry mutterings turn to hostile shouts, and one hurls a clod of earth. Branches, stones and dirt follow and the preacher yelps with pain and flees. When he is out of range of the missiles, he turns and shouts: 'Heathen devils! Are ye all possessed? Ye tread the path to damnation . . .'

▶ 378

39

While you are making your way back to Haxhey, you are suddenly confronted by two Boggans, twirling their clubs in a most unfriendly manner. They advance towards you menacingly.

DO YOU:

MAKE A BREAK FOR IT, TRUSTING TO YOUR SPEED TO OUTRUN THEM? ▶ 163
WAIT TO SEE WHAT THEY DO? ▶ 82

40

Wayland's sword glitters in the moonlight and seems to part the mist as you sweep it up in your hands. You spring towards the horned figure and launch a mighty two-handed blow.

The blow never lands. The sword is met by an unseen force which stops it inches short of the figure's

head. Red-hot pain lances through your hands, as if it is a poker from the fire you hold and not Albion. You drop the sword and sink to your knees, clutching your seared right hand.

Herne speaks: 'The Power of Darkness waxes. You have been deceived by the Black Ram. Look to the Power of Light that is within you, or terror will overcome. Be true!'

There is a swirling of mist and Herne is gone. Gingerly retrieving your magical sword, you retrace your steps through the forest. The journey takes longer than you anticipated; you feel unexpectedly tired and stop to rest a moment . . .

When you wake up, you realize that the night has passed and the new day is already some hours old. You tread the path more easily in the sunlight and return to find Ellen with your friends enjoying a late breakfast of curds and hot spiced milk. Ellen is fully recovered and tells you her story.

LOSE 2 POINTS OF POWER AND TAKE A WOUND IN THE ARM.

➧79

41

Gisburne stumbles back and you quickly press your advantage. With your sword at his throat he has no choice but to surrender, and he drops his weapon. You force him to remount, then cut the saddle straps, so that he cannot ride off in a hurry.

'What do you want with me anyway, Wolfshead?' he asks. His voice is harsh. You ride with him back to the others, meeting them close to the point where you ambushed the steward.

➧ 398

42

You try to guess what route the Hood-carrier will take, so that you can intercept him. You head off towards Elsdon, racing across fields and over hedges.

MAKE A WOODCRAFT ROLL:

1 OR LESS ➧ 332

2 OR MORE ➧ 17

43

The force stuns you, but is partially deflected by Albion. You watch helplessly as Sir Jean's men cut down Father Cedric and take the Black Ram's skull. They assume that you are dead or at least unconscious from the blast, but soon after they leave with their prize you are on your feet. There is only one thing to do – try to make your way to the top of Hoden Hill before the Frenchman, and warn the villagers.

➧ 221

44

You find the woman in a byre not far from the farmhouse. Her feeble moans attract your attention and you go to her. As you kneel beside her, you see that she has been violently beaten by the farmers. A flicker

of recognition appears in her eyes and then dies. Her vision fades.

▶ 15

45

The guards fall, stunned by your sudden flurry of blows. You look around cautiously, expecting more assailants. As you retreat back towards the church door, you spot something moving across the square.

MAKE A PERCEPTION ROLL:

1 OR LESS ▶ 115

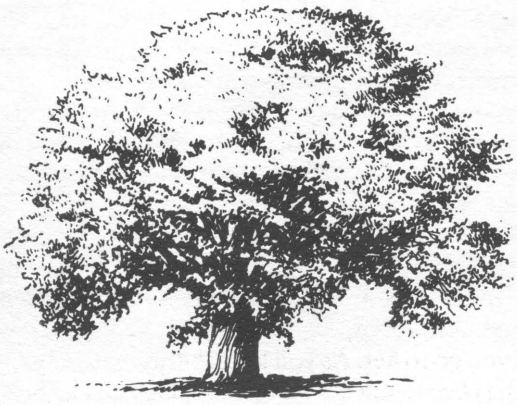
2 OR MORE ▶ 122

46

The morning is bright and augurs well for the festival planned by the people of Haxhey. Few stir in the village: they are making their own preparations in their homes.

IF YOU ARE WITH YOUR COMPANIONS ▶ 155

IF YOU ARE ALONE ▶ 16



47

You wander off into the countryside, looking for a place to rest and collect your thoughts. Your friends make rather disparaging remarks about the fickle nature of the villagers – quick to turn to you for help and just as quick to turn you out again. However, you realize that you could have acted more tactfully under the circumstances.

After a light meal of ale and country pies, which one of the goodwives had given you earlier, you decide to keep close to the village and perhaps return in the evening when tempers have cooled.

You hear a rumbling sound, which gets louder as you listen . . .

MAKE A PERCEPTION ROLL:

2 OR LESS ▸ 95

3 OR MORE ▸ 117

48

You join the villagers and your companions, and make your way up the hill in a procession of utmost solemnity. In contrast to the day's excitement, the people of Haxhey hold that the Fire of Banishment is a ritual to be undertaken with dignity and seriousness. The hill looms above you and on its crest you can see the pile of wood that will soon be lit. The bonfire stack is silhouetted black against the crimson sunset like the wise old hermit's hut at the edge of the world. When you reach the top of the hill, you gather expectantly in the dark around the bonfire.

Aelmer and his brother Herlmer are standing near you. Aelmer is the only one carrying a torch, and his attention is firmly fixed on the dying embers of the sunset. As soon as the fiery rim of the sun disappears, he hurls his torch at the bonfire. All eyes are turned on the brave flame as it slowly gains a hold on the

towering pyre. The bonfire has been expertly built, and is soon roaring and blazing.

The fire burns brightly, and is the only beacon of light in the gloom of evening. You can make out the faces of the villagers, rendered grotesque by the pirouetting flames, but beyond them all is darkness.

▸ 61

49

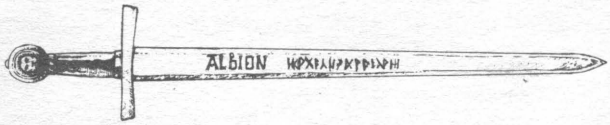
You make your way cautiously back to the camp in Sherwood Forest, winding a path between fields where serfs and farmers work at sowing and hoeing. There you consider your next move, while Marion rests.

By the time you have thought of a dozen plans and rejected them all, Tuck is calling everyone to lunch. Time has passed rather more quickly than you thought, and you are terrifically hungry. There is fresh bread and a thick vegetable stew cooked with herbs and spices taken from a greedy merchant a few weeks ago. After eating your fill, you have to reach a decision.

You could strike out for Nottingham alone and see what you can discover about Sir Jean's movements and intentions. Or you could try to find out more information from villagers he might have encountered on his journey north; you could travel on foot, or ride (if you have a horse), although a horse might make you more noticeable.

DO YOU:

GO TO NOTTINGHAM? ▸ 208
GO ON FOOT TO THE VILLAGES? ▸ 105
RIDE TO THE VILLAGES? ▸ 354



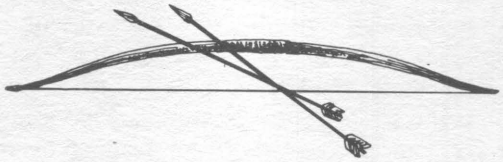
50

The horned figure raises its arms. 'My son,' it says, and you recognize Herne's voice as the mist clears, allowing you to discern the antlers of the Forest Spirit.

'Follow me,' he says, and turns to go. You follow for a short way, through a narrow gorge. When you see the glistening cascade of the waterfall in the moonlight, you know that Herne has brought you to his cave.

You pass through the veil of water, which resembles a tapestry of silver threads, and find yourself in a spray-drenched tunnel. Herne leads you down to a large cavern, which is lit by guttering torches. There he offers you simple barley bread and wild forest mushrooms to eat.

▸ 140



51

Out in the village square, where tables and benches are being set, you spy the woman with the bruised face. You approach her and speak kindly to her, asking who struck her.

''Twas those men,' she says vehemently. Your guess is correct – she was assaulted by the Abbot's hired tax-collectors. 'I tried to stop them taking the money. It was all we had, me and my man Perric, and he's sick. We were going to save it and give it to the monks at Croxton in the hope they'd make him well again with their holy cross . . .'

The woman starts crying and you comfort her. Then you ask her if she knows where the tax-collectors might be found.

'Yes, that I do. They were going on to Calnestone and Hockton before getting themselves back to their abbey. I overheard them. You might just be able to meet them on the other side of Hockton.'

You thank her for the information and start planning. You wish to help all the villagers and this poor woman in particular.

IF YOU HAVE A BAG OF SILVER OR A SILVER CRUCIFIX, YOU MAY GIVE IT TO HER AND GAIN 1 POINT OF POWER.

IF YOU ARE ALONE ➧ 316
IF YOU ARE WITH YOUR COMPANIONS ➧ 189

52

Your sharp hearing catches the sound of a stifled cry, followed by a dull thud. It sounds as if it came from the dell off to your left.

DO YOU:
APPROACH CAREFULLY? IF SO, MAKE A STEALTH ROLL:
4 OR LESS ➧ 237
5 OR MORE ➧ 258
DRAW YOUR SWORD AND CHARGE INTO THE DELL? ➧ 275

53

The villager explains a little more about the ceremony. Aelmer will be lighting the bonfire as soon as the sun has set. Then the villagers will wait for the Black Ram to arrive, as the flames of banishment leap high into the night sky. Herlmer will challenge the Ram, and the villagers must then flee from it as it pursues them down the hill.

'No, 'tis truth, you mustn't be caught by the Black Ram,' the fellow says, his face a picture of earnest entreaty. You keep your face straight in deference to

his beliefs. You doubt Father Cedric could catch anyone normally, let alone dressed in a costume, and injured to boot.

BEFORE YOU GO UP THE HILL, YOU SHOULD NOTE EXACTLY WHICH POSSESSIONS, USUAL AND SPECIAL, YOU ARE TAKING UP WITH YOU. YOU MAY LEAVE ANY YOU DON'T WANT TO CARRY IN FATHER CEDRIC'S HOUSE.

▶48

54

The farm is quiet and there is no one about. All the farmers must be out working in the fields. You easily slip across the farmyard and into the house. The house has one large central room and a few small rooms set off at either end.

Some old chests in one corner of the main room catch your eye and you creep over to them and flip one open. It contains some ragged old clothes and you are about to shut it in disgust when you notice the tip of your bow poking out from underneath them. In fact, all your belongings, except Albion, are here. You just have time to collect your gear, when you hear voices and footsteps approaching the door . . .

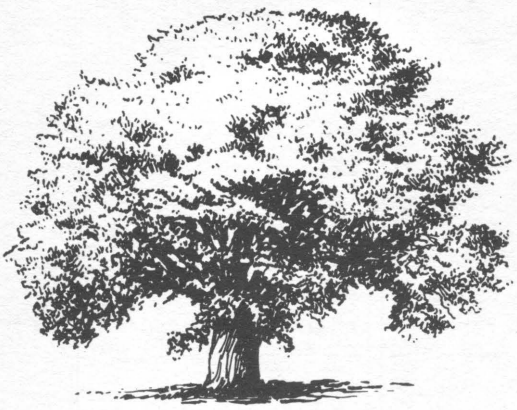
IF YOUR FRIENDS ARE WAITING OUTSIDE ▶383
IF YOU ARE ALONE, DO YOU:
TRY TO RUN FOR IT THROUGH ANOTHER DOOR? ▶25
HIDE IN THIS ROOM? IF SO, MAKE A STEALTH ROLL:
0 OR LESS ▶164
1 OR MORE ▶65

55

You stuff the Hood up the back of your jerkin and then lean back against a tree, clutching your stomach with

both hands as if recovering from a heavy blow. Villagers arrive in less than a minute and stare at you suspiciously, seeing no one else in the area ahead.

MAKE A DISGUISE ROLL:
0 OR LESS ▸ 195
1 OR MORE ▸ 351



56

You find a patch of leaf mould bearing the imprint of a shod horse. Excitedly, you look further and discover a fresh trail. You follow the trail, which leads out of the copse and down the edge of a field of barley.

You suddenly realize that you have left your friends and are quite alone. Everything seems still and strangely silent: no birds can be heard, nor the buzzing of insects among the hedgerow flowers. You creep to the end of the hedge beside which you are crouched. Then, at the far side of the next field of pasture, you spy a

richly clad horseman galloping off. You quickly string your bow, notch an arrow and run forward to loose a shot at him.

MAKE A RANGED COMBAT ROLL: RANGE NUMBER = 10.

IF YOU INFLICT ANY WOUND ▸ 272
IF YOU INFLICT NO WOUND ▸ 137

57

The rope heaves against the horse's forequarters but holds, throwing the steed back. It staggers and rears, unseating its rider. Gisburne tumbles off his mount and rolls twice before disappearing into the undergrowth. Anyone holding the rope is pulled over and winded.

IF YOU WERE HOLDING THE ROPE ▸ 75
IF NOT ▸ 158

58

The guards knock you to the ground and one places his foot on your chest – and his sword at your neck. Sir Jean de Melusine steps from the misty shadows and leers at you. Without saying a word, he and another man pass into the church. There is a horrible cry and you realize that Father Cedric has been cut down. Sir Jean comes out of the church bearing the Black Ram's skull aloft, and laughing.

'Now I go to summon my ancient cousin!' His guards roughly bind you and he instructs them to tie you to a house where you can see the fire on Hoden Hill. 'Soon you will see the power of the Black Ram!' he exults.

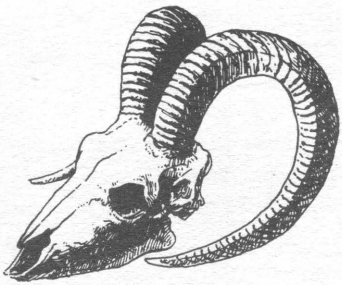
You have failed Herne and an evil power will be loosed into the world.

THE END

59

You try to help the woman to her feet, but she is very frightened, dazed and confused. Despite all your coaxing and efforts, she remains on the ground like a terrified animal. As you look around for something to help her recover, you realize that the farmer you knocked out is recovering and staggering off down the lane, while the other has found some courage and returned.

397



60

While you slip through the forest night, you begin to wonder whether it was a good idea to seek out Herne. Your confidence seeps away as the mist thickens.

Soon you find yourself in a small glade. Mosses and ferns grow profusely, and make weirdly patterned shapes on the ground. The trees seem to loom overhead and reach down to pluck at your jerkin. Of a sudden, the mist is snatched away by a breeze and you make out a tall, horned figure standing quietly across the glade from you. All around, the forest is becalmed with an unnatural stillness.

DO YOU:

INSTANTLY DRAW ALBION AND ATTACK THE CLOAKED FIGURE? ▸ 80

WAIT CAUTIOUSLY FOR THE FIGURE TO ACT? ▸ 90

61

The bonfire crackles and the flames rise higher. The villagers wait quietly, and their patience is eventually rewarded by the sound of someone walking up the hill towards the bonfire. An enormous black figure, fully nine feet tall, looms out of the darkness and enters the circle of villagers. On top of it is a skull, made doubly macabre by the dancing firelight. The tailless Black Ram has arrived!

The enormous creature stalks right up to the bonfire, then turns round. It begins to chant in Latin, and you realize that Father Cedric's voice is firmer and more confident when delivering oratory in the high tongue.

Veni, veni, consobrine meus,
Veni, ater aries male,
Frange vinculum inlustre
Atque terrae tenebras refer.

MAKE EITHER A MINSTRELSY OR PERCEPTION ROLL (YOUR CHOICE).

IF YOU MAKE THE MINSTRELSY ROLL:

−2 OR LESS ▸ 118

−1 OR MORE ▸ 72

IF YOU MAKE THE PERCEPTION ROLL:

−3 OR LESS ▸ 328

−2 OR MORE ▸ 72

62

'Begone, you madman! Can you not see that these are good, God-fearing folks, like any others in England?'

You stare him in the eye as you speak these forceful words, hoping they will impress him enough to see him off.

MAKE A CHARM ROLL:
−1 OR LESS ➧ 123
0 OR MORE ➧ 227

63

You sit and rest for a while, trying to sort things out in your mind. You shut your eyes, only to see visions swirling before you: the Sheriff, Sir Jean de Melusine, Marion, Albion, a great bloody moon, the curling horns of a ram, Sir Guy of Gisburne, a dripping sword hilted with gold and jewels, a raging fire . . .

With a start you realize that you have fallen asleep and several hours have passed. You hungrily munch on a piece of country pie a goodwife gave you earlier, then get up and stretch.

Your attention is attracted by a glint of sunlight reflecting off something in a grove of trees near by. You approach the trees.

➧ 234

64

You turn and sprint away from the Boggans. Looking over your shoulder after a while, you see them chasing you. Your suspicions of them are confirmed. These are impostors masquerading as Boggans!

You manage to outdistance the pair and arrive breathless in Haxhey. The Boggans gave up just before you reached the village, and are now nowhere to be seen.

➧ 152

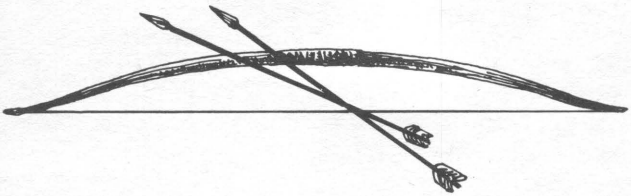
65

You try to hide behind the door, but someone outside spots you and cries out. You snatch up a stool, the only thing to hand you can use as a weapon. The door crashes open and there is a guard – and he holds Albion! He engages you in combat immediately.

GUARD:
COMBAT SKILL = 5

NOTE: YOU MUST REDUCE YOUR COMBAT ABILITY SCORE BY 2, SINCE YOU DO NOT HAVE ALBION.

IF YOU OVERCOME THE GUARD ▶ 200
IF HE OVERCOMES YOU ▶ 196



66

You soon find yourself in the thick of the Hood-chasers, and you need all your wits to stay on your feet. Apart from all the normal shoving, there are Elsdon villagers intent on putting as many pursuers out of the chase as possible. It gets worse when you get into the woods, where there are bushes, logs and trees to look out for as well.

Your hard life in the forest stands you in good stead and you are soon up with the front runners. Ahead you can see the Hood-carrier flanked by two other Elsdon men. With a burst of speed, you catch up with them. As you come close, the two flankers look round and spot you.

DO YOU:

TRY TO BARGE THEM OUT OF THE WAY? ➧ 368

LEAP UP, CATCH A LOW BRANCH AND SWING OVER THEIR HEADS? ➧ 379

SHOUT AT THEM TO GET OUT OF THE WAY? ➧ 249

67

When you grasp the tail of the demon, you sense you have found its weakness. The infernal creature screams a blood-curdling yell as you start to wrestle frantically with it.

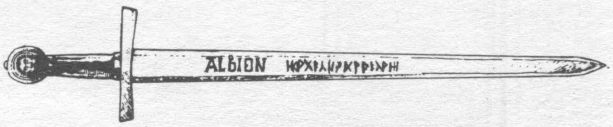
THE DEMON:

COMBAT SKILL = 6

NOTE: YOU MUST REDUCE YOUR COMBAT ABILITY SCORE BY 2, IF YOU DO NOT HAVE ALBION.

IF YOU OVERCOME THE DEMON ➧ 334

IF THE DEMON OVERCOMES YOU ➧ 338



68

You breathe again when Gisburne passes by, apparently without realizing who you are. You start off down the street at a brisk pace, but a tingling at the nape of your neck suddenly makes you spin around. Why has everything gone quiet?

Gisburne stands just a couple of yards away, sword in hand, snarling. 'Wolfshead!' he cries. There is nothing to do but fight him.

SIR GUY OF GISBURNE:
COMBAT SKILL = 9

IF HE OVERCOMES YOU
▸349
IF YOU OVERCOME HIM
▸184

69

Before the guards can land a blow, your weapon is in motion, clashing against one guard's sword while you dodge the other, then hurl him against the first. While the guards disentangle themselves you strike at them, cutting one across the back. He cries in pain and staggers away, then the other flees into the mist.

For a moment there is silence, then a barked order. From somewhere in the gloom comes the sound of a crossbow being cocked . . .

▸115

70

You quickly forget about the viper and soon hear Much's three-hoot signal to indicate that someone is coming. You answer with a nightjar's screech and sense that Nasir and Marion are tensing themselves in readiness. You grip your bow and check that the string is taut. The sound of horses' hoofs on the dirt-packed

road comes to your ears above the sounds of the wood at night and soon you can hear their snorts and the jangle of the riders' gear.

You notch an arrow to your longbow and take aim at one of the leading riders. His chest is in clear view despite the night-time gloom, since he wears a tabard or surcoat of bright yellow with a red motif. You sight along the shaft and follow his motion with ease. You are about to release the deadly missile and signal the others to fire, when there is a shout from one of the horsemen and they abruptly stop. Their skilled horsemanship shows and you hesitate, trying to identify who shouted. He suddenly strikes a light and a torch flares, dazzling you and ruining your night vision.

The haughty man peers into the trees where you are

concealed; he seems to know exactly where you are. Then he shouts another command in French and the horsemen wheel and gallop off before you can react. The flaming brand lies fallen in the road.

MAKE EITHER A PERCEPTION OR A MINSTRELSY ROLL, WHICHEVER YOU ARE BETTER AT:

1 OR LESS ➧ 341

2 OR MORE ➧ 112

71

After a short walk through the mist-shrouded trees, you find yourself in a glade. It is as if you have been drawn here, to this very spot, by a magical summons. But have you been summoned by the Power of Light or of Darkness?

The mist swirls between your legs, and you notice a huge, horned figure, swathed in a dark cloak, standing just across the glade from you.

DO YOU:

INSTANTLY DRAW ALBION AND ATTACK THE CLOAKED FIGURE? ➧ 40

WAIT CAUTIOUSLY FOR THE FIGURE TO ACT? ➧ 50

72

Herlmer steps forward and faces the huge black figure.

'Black Ram, bringer of blight, we defy thee! By this fire we banish thee! And with our prayers we send thee hence!' The words of the ancient ritual ring out bravely, as Herlmer stands swamped by the huge shadow of the Ram.

The black figure stiffly bows its head slightly, and there is a rustling from the villagers, as if they are preparing to leave.

'Tonight is thy last night of power,' Herlmer continues. 'When comes the dawn, ye shall be naught more than grain husks in the wind.'

Herlmer turns his back on the Ram, and Aelmer shouts out: 'May the tailless Black Ram take the hindmost!' The villagers scatter, shrieking gleefully.

DO YOU:

STAY WHERE YOU ARE? ▸ 297

CHASE OFF DOWN THE HILL AS FAST AS YOU CAN? ▸ 133

DRAW YOUR SWORD AND ADVANCE ON THE RAM? ▸ 148

73

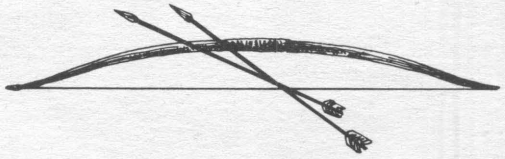
You are knocked to the ground and badly wounded. The horseman wheels around and you see him striking at Little John as Marion rushes to your aid. While she tries to staunch the flow of blood seeping through your clothes, you see Little John overcoming the rider.

▸ 154

74

When you arrive back in Haxhey, you find that it is almost time for the feast. The Hood Game is over, with the Elsdon men having successfully carried the Hood to their alehouse. Despite the defeat, and the death of two Boggans, who were the referees of the game, the villagers are looking forward to the afternoon's feast with great excitement. Caught up in their enthusiasm, you take your places at the table.

▸ 279



75

By the time you get to your feet, there is no sign of Gisburne. Your friends were either as flat out as you, or else helping others to their feet, and they too missed him. You quickly spread out, keeping in contact but searching for the young knight.

MAKE A WOODCRAFT OR PERCEPTION ROLL, WHICHEVER YOU ARE BETTER AT:

1 OR LESS ▸ 292
2 OR MORE ▸ 246

76

You try to tell Aelmer that you believe that a greater threat than a simple, if crazy, preacher looms over Haxhey. You say that Herne will protect the villagers and that God will know they are innocent of blasphemy and the other sins the preacher accused them of.

MAKE A CHARM ROLL:

1 OR MORE ▸ 206
2 OR MORE ▸ 14

77

Before you reach the French sorcerer, he launches a blast of air at you, which knocks you off your feet. As you are thrown through the air, you see his black cloak whirl and he makes off. You fetch up against a tree.

TAKE A WOUND IN YOUR BODY AREA.
IF YOU ARE NOW OVERCOME ▸ 104
IF NOT, CONTINUE . . .

Some time later, you come to. The sun is low in the sky and soon it will be evening. Whatever Sir Jean left to do, you are sure it is connected with Haxhey and you must make your way there straight away.

▸ 37

78

The obstacles placed in your path by the trees which have for so long been your guardians prove too much for you and the borrowed mare. She stumbles into the entrance of a badger's set and you curse when you realize she is lamed. You have to lead her by the reins and end up going no faster than if you had been on foot from the outset.

▸ 103

79

Ellen tells you why she has had to flee Nottingham Castle:

'Well, it's all down to that Sir Jean de Melusine. Nothing's been the same since he arrived. He got the Sheriff all upset by telling him all sorts of schemes he knew about, like his attempt to claim some of the King's land in the forest near Fenigley. Old Sourface has been in a foul mood and no mistake.

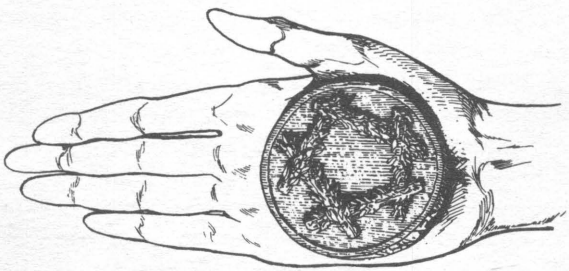
'Anyway, last evening there was this feast for Sir Jean, and Abbot Hugo, the Sheriff's conniving brother, came over. Well, we served up these three roast lambs, lovely plump and juicy ones they were, with the meat just falling off the bone. The Abbot mentioned, rather boastfully, that they came from "his" demesne of Haxhey. Not that it's his, but it is administered by one of the Abbey's priests. Then he adds that they will be celebrating Haxhey Ram Day there very shortly, it being the season, if you get my drift.

'Well, when this French nobleman casually remarks that he'll pay them a visit, I got a bit interested and was sort of hanging about near the high table. Suddenly, Sir Jean looked round, straight at me, and gives me this horrible look. Ooh, I shuddered, I can tell you. It was like somebody walking over my grave. And he asked why I wasn't filling his cup and doing my job.

'I was frightened then. I mean, the Sheriff never would care what happened to us and after being given that look by *him* I was sure it was time to get out of there. My sister's always said I could go back to her village and live with her – you never know, I might even marry – so I went off to the steward and told him as how I'd be leaving.

'But I couldn't stop myself from having a peep into Sir Jean's chamber before I gathered my things up. And the stuff in there – weird it was, and not all of it natural, I should say. Funny candles and bits of metal. I thought I'd bring you something, so I opened this chest and there were all these fancy cloaks and things in it, and between two I found this.'

She hands you a disc-shaped slice of bone or horn, which is engraved with five interwoven branches. It is fairly worn, and looks old. Around the edge are strange markings.



'Then, as you know, I had to flee the castle, with guards following behind because of what Sir Jean had discovered, although how he found out I don't know. But thank Our Lady I'm here and safe now, and soon I'll be back with my own folk.'

Ellen goes off while you consider your options. Sir Jean de Melusine has mentioned the village of Haxhey, but you don't know what it can mean to him. Perhaps you could find out more there, or in the villages on his route to Nottingham. Perhaps, if he is going to Haxhey, you could set an ambush for him.

MARK IVORY DISC ON SPECIAL POSSESSIONS LIST.

DO YOU:

HEAD STRAIGHT FOR HAXHEY? ▸ 116

VISIT SOME OF THE VILLAGES HE MAY HAVE PASSED THROUGH? ▸ 165

SET A TRAP FOR SIR JEAN, IF YOUR FRIENDS ARE WITH YOU? ▸ 2

80

There is a flash of light as you draw Wayland's sword and leap at the figure. The sword moves smoothly in your hands, almost of its own volition. You aim a murderous blow at the figure. Albion sweeps down gracefully, almost slowly, like the careful scythe of the harvester.

Your strike lands on its shoulder and you cut down through its body, seeming to meet no resistance. The figure crumples to the ground. There is a dull thud as a ram's skull drops to the ground. Beside it falls the dark cloak, empty. A fresh breeze springs up and clears the mist. Some foul, sorcerous evil must have been at work here, which your actions have dispelled, for the time being, at least.

As you stand in the clearing, you begin to hear voices whispering and calling. Thinking that it is your companions, you look around. You see nobody, but a pale light hovers among the trees near by. The light seems familiar, as if from a dream, but try as you might you cannot remember where you saw it previously.

While you watch, it begins to drift away from you. The whispering grows louder and you hear the sound of piping and chanting, mixed with the faint chiming of tiny bells.

DO YOU:

FOLLOW THE STRANGE LIGHT? ▸ 382

RUN AWAY FROM THE LIGHT, DEEPER INTO THE FOREST? ▸ 363

81

Will urges you to ambush Sir Jean: 'Get 'im on his way from Nottingham, Robin. You know we're better when we've got surprise, and we can't take the risk of letting 'im get to the village. I dunno exactly what this guy is, but he's not going visiting just to watch a few peasants.'

Will's argument is forceful, but you aren't sure of the best course of action.

DO YOU:

SET AN AMBUSH FOR SIR JEAN? ▸ 2

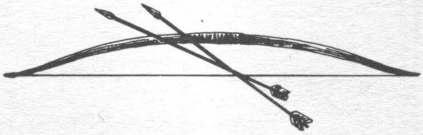
RETURN TO HAXHEY IMMEDIATELY WITH ALL YOUR FRIENDS? ▸ 130

82

These are no villagers in costume! Realization dawns when the two rush you, wielding their clubs with professional dexterity.

DO YOU:

SPEND A POINT OF POWER? ▸ 293
FIGHT THE TWO NORMALLY? ▸ 303



83

You punch the preacher in the face; he reels back and falls beside the tree. The lamb is startled and runs off, with Cerys chasing it. The man looks up at you, crimson blood dripping from his broken nose and split lip.

'This blood ye spill will curse the land of this village. Every drop that hits the soil will be a year of famine and blight. Spawn of the Devil! Worshippers of Lucifer! Ahh!'

The villagers mutter in fear and look angrily at you. They truly believe in the power of the Church to make the curses come true. A large villager comes up and grasps your shoulder to restrain you from further injuring the preacher.

You look round. Aelmer's face is hostile, his wife almost terrified. The headman speaks: 'You'd best go, Robin. I thought you could protect our village, but you've become just another butchering thief.'

DO YOU:

LEAVE IMMEDIATELY WITH ANY COMPANIONS YOU HAVE? ▸ 14
STAY AND ARGUE WITH AELMER? ▸ 76

84

You leap, but notice that things are already going wrong. One of your companions on a lower rope has swung too early and crashed into someone on the ground, while Sir Guy is able to make his horse leap out of the way seemingly at will. As you sail down, certain that you at least will strike him down as planned, you get a sinking feeling.

With a wrenching, creaking snap the branch your rope is tied to breaks and you plummet head-first and flailing desperately into a group of trees. You manage to stay conscious, but just as you are hauling yourself upright and groping for your sword, something strikes you in the chest.

TAKE 1 ARM AND 1 BODY WOUND.

ONE COMPANION ON THE LOW OR THE MIDDLE ROPE (YOUR CHOICE) AND ONE ON THE GROUND HAVE BEEN INJURED. DELETE THEM FROM YOUR CHARACTER SHEET – THEY MUST RÉTURN TO THE CAMP.

➧323

85

A Boggan eyes your sword and bow suspiciously as you stride out of the village. You tell him not to worry, since you won't be taking part.

He looks you up and down, then trots off in the direction of Elsdon. By now the Hood-carrier is nearly at the woods, where he is obviously hoping to get under cover and make his way to Elsdon unobserved. There are quicker ways to the village, though, across open country.

NOTE ON YOUR CHARACTER SHEET THAT YOU ARE ALONE.

DO YOU:

TRY TO FOLLOW THE HOOD-CARRIER? ▸ 151

TRAVEL ACROSS OPEN COUNTRY TO CUT HIM OFF? ▸ 17

86

After pondering Marion's news, you realize that everyone else is full of suggestions. Will's and Little John's enthusiasm show first.

'Come on, Robin! This is a good chance to annoy the Sheriff and the King again. We could waylay him on the London road,' says Little John.

'Yeah, and think of all the finery and money he'll be carrying,' adds Will Scarlet. 'He might even fetch a ransom of a couple of hundred pounds. Think of all the help we could buy for your precious poor folk with that.'

Marion interrupts their urging voices. 'I'm not so sure, Robin. After all, we don't know very much about this man. He might be dangerous. We don't even know when he will be on the road, which makes it difficult to set an ambush.'

'Very true, little flower,' says Tuck. 'He might have a troop of guards with him.' Tuck's words seem wise and sensible, but Will and Little John look as though they are itching for a fight. You haven't had the chance to embarrass the Sheriff recently.

DO YOU:

SET UP THE AMBUSH IN THE HOPE SIR JEAN PASSES THROUGH THE FOREST THIS EVENING? ▸ 194

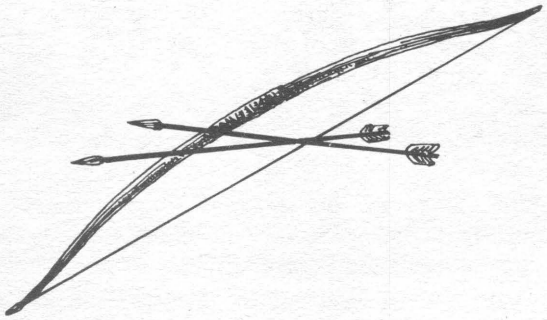
TRY TO FIND A WAY OF LEARNING MORE ABOUT SIR JEAN? ▸ 169

87

Your efforts are partly successful, and you have managed to make Gisburne less distant. All you have to do now is find something to pierce the sorcerous curtain drawn across his mind.

IF YOU HAVE ALBION OR THE GOLD FLEECE BROOCH ▸ 107

IF NOT ▸ 308



88

'Who are you? What do you want with these people?' you shout. There is a gasp from the villagers. Aelmer is staring at you as if you are mad. Then he grabs your arm and bundles you away from the bonfire.

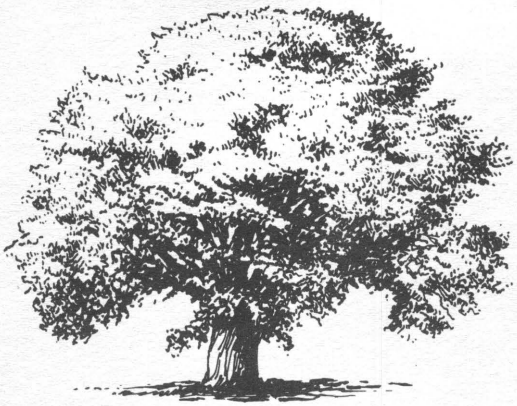
'Robin, you have interrupted an important ceremony. I would have thought you'd have some respect for our ritual. You'll have to leave.'

He is quite insistent, and you have no choice but to wend your way down the hill, as Aelmer rejoins the villagers on the summit.

Looking back, you see sparks from the bonfire leaping from the flames, into the blackness of the night sky. You hear a loud voice intoning a speech of some kind, but the words are snatched away by the breeze.

Then a shout goes up, and amid much screaming the villagers start to race down the hill; their shadows are mad, leaping forms. There is a horrific shriek, and a great gout of flame erupts from the bonfire.

▸ 173



89

The rider strikes you down with a mighty blow. You have been severely wounded, and the wound affects your spirits.

LOSE 1 POINT OF POWER.

The rider gallops off, abandoning his charge and leaving you on the path. He is too fast for your companions and will live to tell his tale, although you doubt he will return to the Abbot.

You soon realize that the monk in the cart is concealing the tax money beneath some bags of grain. You relieve him of it, and let him go his sorry way, while you return to Haxhey.

▸ 218

90

Suddenly the figure raises its arms in the air. You see the grossly thick horns curling from the Ram's skull and your vision is drawn upward to the moon. The silvery disc appears awash with blood, its crimson face scarred and pitted – a silent scream of agony which enters your mind. Your senses reel; you fall to the ground and pass out.

When you come to, the horned figure is gone and the mist has dissipated. The gentle white light of the moon shines down upon the forest, but a shiver runs down your spine as you look at it and recall its reddened glow when the Ram struck you down.

YOU HAVE LOST 1 POINT OF POWER.

DO YOU:

RETRACE YOUR STEPS? ▸ 121

CONTINUE TO SEARCH FOR HERNE? ▸ 129

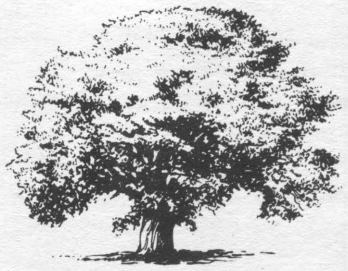
91

The guards back off, apparently intimidated by your fine swordsmanship. As you hesitate, they flee into the mist.

DO YOU:

FOLLOW THEM INTO THE VILLAGE SQUARE? ▸ 131

RETREAT BACK TO THE CHURCH DOOR? ▸ 122



92

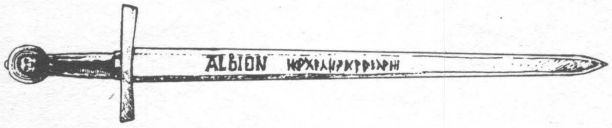
The knots in the rope are tight and the rope is strong . . . but the post to which you have been tied seems loose. You wriggle mightily, and at last it comes free of its base. Now you can easily slip off your bonds. You are free again – all you need now are your lost possessions, your lost friends and the woman you were trying to aid!

DO YOU:

SEEK OUT THE REST OF YOUR BAND? ➧ 296

ATTEMPT TO SEARCH THE FARM FOR YOUR BELONGINGS? ➧ 54

HUNT FOR THE WOMAN YOU MET? ➧ 5



93

A couple of miles into Sherwood Forest you are trotting along, pretending to be unoccupied but covertly scrutinizing every tree and yard of undergrowth, when you spy the corner of a tan-coloured jerkin. Near by a mop of black curly hair pokes up above a leafy branch.

You stop and address the boys of Wickham. By adopting a stern tone and threatening them with the wrath of Robin Hood you soon flush them out of the trees, and they assemble on the path, shame-faced but probably unrepentant. One carries a leather bag brimming with squashed berries with which they evidently intended to douse Sir Guy. You make them empty the bag, and send them home. Then you return to your friends.

➧ 110

94

Alas! A keen-eyed guard, who has accompanied several ambushed tax-collectors in the past, recognizes you and raises a cry. You are discovered and must flee or face the guards.

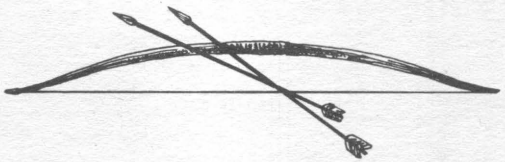
DO YOU

TRY TO STEAL THE CARTER'S HORSE AND RIDE OFF? ▸ 128

RUN OFF ON FOOT? ▸ 145

DRAW YOUR WEAPON FROM BENEATH YOUR CLOAK AND ATTACK THE GUARD? ▸ 159

BLUFF THE GUARD AND TRY TO CONVINCE HIM HE IS MISTAKEN? ▸ 193



95

You look around in alarm. About a hundred yards away, a large number of roughly dressed men come charging over a low ridge and around a thicket. They are heading straight for your resting-place and they seem intent on trampling you all to death.

You deem it wise to remove yourself from their path, and you leap into the trees at the lower end of the thicket. Your friends, some way off, are not so alert and get swallowed up in the mêlée. When the crowd has passed and the cacophony abated, one man lies on his back by the trampled hedgerow. You are just about to go out and help him when the din returns, even louder than before.

The crowd surges back through the field, twice the size and four times as loud. When you dare to look again, the man is still there, moving feebly. You help him to his feet and he manages to speak:

'It's just the . . . urr . . . Hood Game. I'm . . . ooh . . . from Torneshey. I think . . . ah . . . the Elsdon men just . . . ooh . . . lost the Hood to Calnestone . . . uhh.' His knees buckle and he collapses into a sweet-smelling wayside bush. You leave him be, having checked that he is not seriously injured, just badly winded.

NOTE ON YOUR CHARACTER SHEET THAT YOU ARE NOW ALONE.

DO YOU:

FOLLOW THE HOOD GAME? ➧ 309
GO BACK TOWARDS HAXHEY? ➧ 63

96

You launch a mighty blow at the villager and send him crashing to the ground several yards away. Without a second thought, you race off to get away from your pursuers.

➧ 39

97

You can find no trace of your friends. You search for hours without result. Darkness falls over the forest and you resign yourself to spending the night alone under the trees.

In the morning you awake and quickly break your fast on some goat's cheese you've brought with you; you drink sparkling fresh water from one of the many streams in Sherwood. You decide you cannot waste more time searching, but must return to Haxhey.

When you get back to the village, you go to find Father Cedric. When you knock on his door, you hear voices within – and it is opened by Marion!

➧ 373

98

You sneak down the slope from the woods and creep up on the person. Your sudden appearance is frightening, but you cut off a sharp squeal by placing your hand firmly over the person's mouth. You carefully, but forcefully, turn the person round. Your captive is revealed as . . . a peasant girl! She struggles uselessly, but when she sees that it is not some brutish soldier holding her, her eyes widen, imploring you to let her go. You release her, but motion her to keep quiet.

Suddenly you hear the sound of footsteps on the other side of the hedge, and you duck, pulling the girl down with you. You hear a man speaking.

'I could've sworn I 'eard summat disturbin' my 'ens, Tom.'

'There's nowt 'ere save a rabbit or two,' answers another man. 'I reckon you're mistaken, Ralph.'

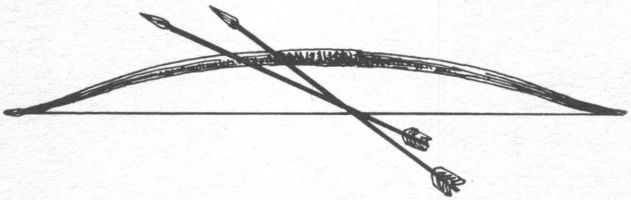
Their footsteps return towards the farm a few hundred yards away. Once the men have gone, the girl speaks.

'Thank you for saving me,' she says. She breathes heavily, and looks as though she has been running for hours. 'What is your name, sir?'

'Well, my enemies have christened me Wolfshead, but my friends know me better as Robin i' the Hood,' you reply light-heartedly. The girl gasps.

'Why Robin Hood! By Our Lady's graces! I am Ellen, sir – the Lady Marion's friend. I've been keeping watch in Nottingham Castle, where I work. Rather, where I used to work. Oh, but there's something afoot there . . .' Ellen obviously has a tale to tell.

➧79



99

You leave the others at the edge of the village and sneak back to the farmer's house commandeered by Gisburne. Inside you can hear guards snoring, and no one has yet remarked upon your escape.

You carefully lift the bar on the door with a dagger blade and slip through. By the moonlight filtering through the shutterless windows you can make out a pile of your things on a nearby table.

MAKE A STEALTH ROLL AND CONSULT THE SKILL RESULT TABLE THE RESULT INDICATES THE NUMBER OF ITEMS YOU CAN RECOVER BEFORE:

One of the sleepers awakes groggily and you have to flee the house and run back to your friends. You hurry down the woodland path and soon reach Will's makeshift camp.

MARK THE ITEMS REGAINED ON YOUR LIST OF POSSESSIONS.

➧305

100

The horse does not take kindly to her new rider and skitters around before you can properly control her. By the time you are riding away, the guards have fumbled their crossbows into the firing position and one of them manages to shoot at you.

TOWN GUARD:
RANGED COMBAT SKILL = 5
RANGE NUMBER = 6

IF THE GUARD OBTAINS A KNOCK-BACK RESULT AGAINST YOU OR YOU ARE OVERCOME BY THE SHOT ➧ 366
IF NOT ➧ 395

101

Sir Guy has departed with the speed of a thing possessed. You will need all your skill to catch up with him.

MAKE A RIDING ROLL:
−2 OR LESS ➧ 114
−1 OR MORE ➧ 302

102

The only thing to do is go on to Haxhey – but not until you've had a rest, a meal and a night's sleep.

Unfortunately, Marion has received a grievous wound to her head. You have to send her back to your main camp in Sherwood Forest, with someone to accompany her. Before she leaves, you thank her for showing great courage and fighting alongside you.

DELETE MARION AND ONE OTHER PERSON FROM YOUR LIST OF COMPANIONS.
➧ 22

103

You reach the camp before too long and tell your companions all your news and plans. They are excited at the prospect of relieving the tax-collectors of a day's work and swiftly gather their belongings. Soon you are on the path to Hockton, seeking a place to set upon the Abbot's men.

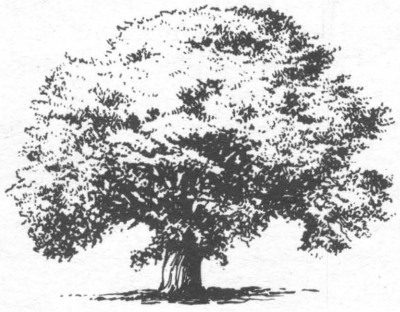
▸356

104

When you come to, there is no sign of your adversary. The sun, looking swollen and heavy, like a great, rotting pumpkin, stains the sky with a gory light. Clouds hang across the horizon like blood-soaked fleeces edged with purple entrails. As the malignant red orb sets behind the nearby hills, you realize that it is only a short time before the people of Haxhey gather on Hoden Hill to light the Fire of Banishment – and you must be there to stop Sir Jean from wreaking any further blasphemies.

CROSS OFF ANY 2 SPECIAL POSSESSIONS FROM YOUR LIST AND MAKE YOUR WAY TO HAXHEY.

▸48

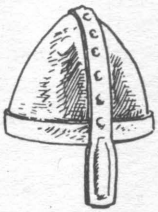


105

You strike out on foot for the villages most likely to have been used as places to rest or eat by Sir Jean. The soil of the forest feels soft and springy and you run for a while, heading for Fenigley. There is a good tavern there, run by a man called Warin. Once, you and Little John saved his son from being caught for poaching. Warin has been friendly to you ever since and is bound to have noted the passing of Sir Jean.

It is late in the afternoon when you approach the village. You are crossing a field when you see a stranger in a tattered cloak, running from someone or something.

▶ 125



106

You have successfully penetrated the Sheriff's watchful defences. The town throngs with busy people, which makes it easier for you to pass unnoticed to a small house in the poorer quarter.

You knock, pause and knock again. After a little while the door opens a crack to admit you. In the dingy and sparsely furnished room are two old people, Robert and his wife Dursa. Robert used to be a servant in the stables of Nottingham Castle; his wife was a handmaid. They are now too old for work, but are provided for by their son who serves in the King's army. They have no love for the Sheriff, who threw them out without a penny, and are a good supply of

gossip, since many friends still working at the castle visit them.

Robert and Dursa smile warmly, and willingly tell you of the strange guest recently arrived at the castle.

'Sir Jean de Melusine he's called. A Frenchman, if he's a man at all. I don't like what I've heard about him, Robin. He's got everyone there, from the Sheriff down, on edge. Said he could find you like *that* and snapped his fingers, so Philip told me. But then he said he had better things to do, and that catching outlaws was the Sheriff's business.

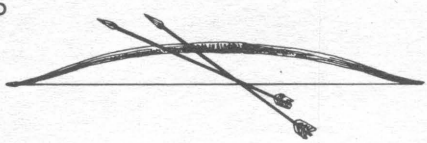
'Anyway, he's got 'em all properly spooked. One of Dursa's friends, Beatrice, was putting fresh linen in his bedchamber and saw an open casket stuffed with candles and silverware. When Sir Jean came in and found her, he accused her of trying to steal from him and had her flogged. And he even passed some remark about the Abbot Hugo, telling him it was like as not he'd never lay a hand on the cleared land in the forest near Fenigley. The Abbot's face went purple and the Sheriff was more than riled: he almost hit his brother, for he'd been trying to buy the same land off the King.'

You thank the couple for their information and ask them if they've heard anything to do with the village of Haxhey.

'Aye,' says Dursa. 'Beatrice said she heard him tell his guards to go there today – and warned them that if they didn't bring "it" back, he'd have to go himself. But what "it" was she couldn't say.'

You immediately start to worry for the safety of the villagers and take your leave of Robert and Dursa, leaving them a small pouch of money in gratitude. You always help the Sheriff pay his debts!

300



107

Your skill has put Gisburne into a deeply relaxed state and he appears to be almost asleep, though his eyes are open.

You reflect the sunlight from the gold surface and shine it right into Gisburne's eyes. With a sudden start, he awakens from the trance.

'What?' he cries. He struggles with his bonds, then falls into despair when he realizes his predicament. You can easily apply threats now, and prise information from the steward.

'The last thing I knew, I was arranging to go to Leaford and arrest your treacherous friend, Edward of Wickham. One of my men caught his brat out in Sherwood with a bow. Then de Melusine came and spoke to me. I don't remember much after that . . . de Melusine let the child go . . . suggested I go to St Mary's and visit the Abbot . . . told me to beware of an ambush . . . not to tell you anything. God's Blood! The man's a sorcerer!' Sir Guy shakes his head as if trying to clear the last remnants of the enchantment.

You have learned what you need from Gisburne. You leave him tied to a tree and gagged, and you head back to Haxhey.

▶74

108

NOTE ON YOUR CHARACTER SHEET THAT YOU ARE ALONE AND WITHOUT WEAPONS.

You must leave all your weapons in the village to take part in the game: if you're caught with weapons by a Boggan, he's bound to tap you, and that looks as though it could be a painful experience.

The Hood is on its way to Elsdon. You feel you ought to join the men of Haxhey, since they are greatly outnumbered by the other villages.

DO YOU:

FOLLOW THE MAN WITH THE HOOD? ▸ 66

TRY TO FIND A SHORT CUT TO ELSDON, TO CUT HIM OFF BEFORE HE REACHES THE VILLAGE? ▸ 42

109

She struggles in your grasp and yells, 'Get your blood-stained hands off me, you murderous thief!' She spits in your face and you feel the saliva dribbling down your cheek.

She beats her fists against your chest, but slowly her rage subsides. Father Cedric comes up and takes the distraught woman from you.

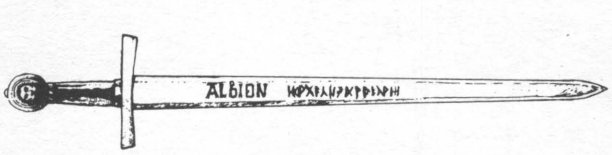
'There, there, Elizabeth. This won't bring James back to you. Let the past alone.' She sobs quietly on the priest's shoulder.

'Nothing's forgotten,' Elizabeth says softly.

'Nothing's ever forgotten,' you reply.

She walks off, and you go on to Father Cedric's dwelling.

▸ 294



110

With no sign of either Gisburne or Sir Jean de Melusine, you decide to return to Haxhey. You are passing a small grove of trees, when something catches your eye.

MAKE A PERCEPTION ROLL:

2 OR LESS ▸ 287

3 OR MORE ▸ 268

111

A great gasp goes up from the villagers when your sword whistles from your scabbard and you leap towards the Ram. Their astonishment turns to fear when the Ram leaps towards you. Swinging your sword wildly, you cut through cloth and connect with something hard – a wooden pole. The pole falls to the ground carrying the black cloak with it, and you find yourself face to face with . . . Sir Jean de Melusine. In the time gained by throwing the Ram's cloak at you he has drawn his sword, and now stands defiantly before the bonfire.

'So, Wolfshead, you have decided to cause me more inconvenience. This matter is no longer the concern of these peasants, however. Begone!' He waves his sword almost casually, and the villagers flee in terror down the hillside, your companions with them.

'You are a fool. I have spoken the invocation – this is my night of power! Even your petty hedge-spirit Herne can do nothing to stop me. Yours will be the blood which summons the Black Ram of Poitou!'

IF YOU HAVE THE IVORY DISC OR THE GOLD FLEECE BROOCH ▸ 266

IF NOT, DO YOU:

USE THE HORN OF CERNUNNOS (IF YOU HAVE IT)? ▸ 209

USE A SILVER CRUCIFIX (IF YOU HAVE ONE)? ▸ 235

SMITE SIR JEAN WITH YOUR SWORD?

IF YOU HAVE ALBION ▸ 320

IF NOT ▸ 256

112

The opportunity for an ambush has passed and you return to your camp; you are not even sure whether or not Sir Jean has already passed through Sherwood

Forest. Something dogs you when you think about him and seems to cloud your judgement. Angry with yourself and the others, you try to distance yourself from them.

However, Will Scarlet catches up with you. 'Robin!' he calls angrily. 'Just what do you think you're doing? Trying to make fools of us all? I suppose you wanted that Frenchman to have a free passage through the forest to his crony the Sheriff. Just about everything seems to have gone like that recently. I think you're going soft.'

You try to say that there was something not right about the ambush, but Will brushes your protests aside.

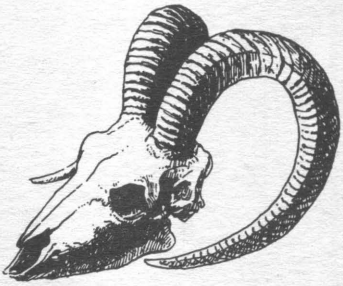
'That's always your excuse, isn't it? The moon's not right or there's a snake in the grass or you hear a bittern. You're going soft in the head and yellow at heart, Robin.' Will takes out his sword and starts poking you with it, which makes you even more angry.

'You're too soft to organize prayers in a convent,' he goes on. Suddenly his gibes really annoy you and you draw Albion. Will has goaded you into fighting him.

DO YOU:

FIGHT HIM IN THE USUAL WAY? ▸ 263

USE A POINT OF POWER TO RESOLVE THE FIGHT? ▸ 181



113

Alison looks very distressed: 'Robin – it's Matthew and his friends. Edward's gone away to the Hundred Court at Leaford to give evidence and now Matthew's vanished. He and his friends have been running off quite a bit this last week or so, and Jane's son told her they were planning to play a trick on Sir Guy of Gisburne when he goes through the forest on his way to St Mary's. I don't blame you, but you've put ideas into his head and now I don't know what trouble he'll end up in. Oh Robin, I'm afraid for my son.' Alison looks strained and on the verge of breaking down. One of the village women, Elizabeth, comforts her.

IF YOU WERE PLANNING TO SEEK OUT SIR JEAN ▸ 132
IF NOT, DO YOU:
STAY TO PROTECT THE VILLAGE, TRUSTING TO MATTHEW'S LUCK TO KEEP OUT OF TROUBLE? ▸ 188
GATHER YOUR FRIENDS AND LEAVE WITH ALISON? ▸ 198

114

You remember a safe short cut which avoids a loop of the road to the east. The track is difficult, but you negotiate it well and by the time you are nearing the road you hear the sounds of Sir Guy approaching.

With a sudden burst of speed you dash out on to the path and surprise him. His mount rears and bucks, and Gisburne slides off, snarling: 'Come on, then, Wolfshead! Let's see what you're made of. I've beaten you before and I'll beat you again.'

He has drawn a large sword and hefts it easily. You are unused to fighting from a horse and jump down yourself to engage him.

SIR GUY OF GISBURNE:
COMBAT SKILL = 9

IF THE COMBAT LASTS MORE THAN 8 ROUNDS, GISBURNE SUFFERS IN HIS MAIL, AND HIS SKILL IS REDUCED BY 1.

IF YOU OVERCOME SIR GUY ▸ 41
IF HE OVERCOMES YOU ▸ 26

115

You spy a man crouched in the shadow of the Moot Hall, armed with a crossbow. He fires at the same time, and only by dodging do you avoid the steel bolt. It strikes sparks from the stones behind you and you deem it wise to get back inside the church as quickly as possible.

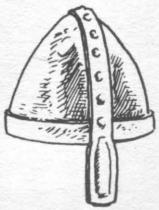
▸ 138

116

You soon reach the village of Haxhey which lies beyond the eaves of Sherwood in the rolling fields of the countryside.

The villagers are not in the fields today, however, but are bustling about the village from house to house, evidently preparing for some special event. Most look happy, but there are one or two worried brows, and one woman has a marked face, which she tries to hide from you. You're curious to find out more, and see if it has any bearing on the recent strange events.

IF YOU ARE ALONE, GO INTO THE CHURCH ▸ 204
IF YOU ARE WITH COMPANIONS ▸ 259



117

You look around wildly but are still surprised by the seething mass of men which charges over a low ridge and engulfs you. The normally placid villagers with whom you are familiar seem to have been transformed into a pack of mad animals. You are carried along in

the raging torrent for a while, constantly buffeted by elbows, knees and heads.

TAKE 2 BODY WOUNDS.

IF YOU ARE NOW OVERCOME ➧ 277
IF NOT . . .

You eventually fight your way out of the throng and drop exhausted to the ground. It seems the Haxhey Hood Game is as violent as they say. *It's a pity the villagers can't put as much energy into fighting the Sheriff*, you think. *It would do them a lot more good.*

Your companions are nowhere to be seen and you realize that your best move is to return to Haxhey. Hopefully, they will have forgotten about this morning by now, and it seems the place your friends are most likely to end up.

NOTE ON YOUR CHARACTER SHEET THAT YOU ARE ALONE.

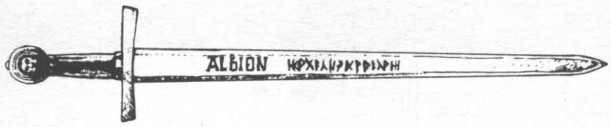
➧ 17

118

Your Latin is little better than the villagers' but you're fairly sure that '*Veni*' means 'Come'. It seems a strange thing to say as part of a ritual of banishment.

DO YOU:

CHALLENGE THE HUGE FIGURE TO REVEAL ITSELF? ➧ 88
DRAW YOUR SWORD AND ATTACK? ➧ 111
WAIT TO SEE WHAT HAPPENS? ➧ 72



119

You manage to negotiate the natural traps and pitfalls provided by the woodland – ones that have deterred others from pursuing you on many occasions. You reach the camp quickly and recount your adventures to your companions, while they gather their belongings. Everyone is excited by the prospect of annoying fat, greedy old Abbot Hugo once more.

You soon reach a likely spot, where the path from Hockton to St Mary's Abbey passes by the shadow of Sherwood Forest. There you set your ambush.

MAKE A STEALTH ROLL:

2 OR LESS ▸ 384

3 OR MORE ▸ 356

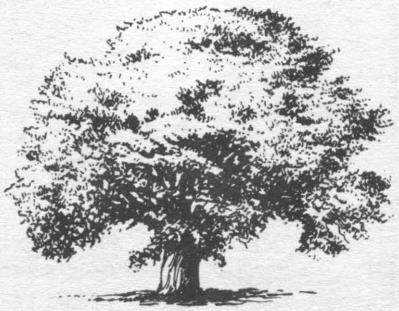
120

'I am Robin Hood,' you declare. 'You have no quarrel with me, my friends. What has this poor woman done for you to treat her so?' You hope your calming words will defuse this volatile situation.

MAKE A CHARM ROLL:

2 OR LESS ▸ 269

3 OR MORE ▸ 392



121

After your calamitous encounter, the ways of the forest seem strange and unfamiliar, and your wanderings get you nowhere. Eventually you slump down and fall asleep for several hours.

You wake with dawn breaking through the tree-top canopy of leaves, and beams of sunlight lance into your unwary eyes. After blinking and looking around you – startling an overly inquisitive doe – you recognize this part of the forest and know how you can get back to the others. You hurry back to find Ellen with your friends, breakfasting on curds and hot, spiced milk. She starts to tell you her tale.

▶79

122

You are taken by surprise as one of Sir Jean's guards fires at you with a crossbow from the shadows.

GUARD:
RANGED COMBAT SKILL = 4
RANGE NUMBER = 6
ROLL TO SEE IF THE GUARD HITS YOU.

IF YOU ARE OVERCOME BY THE SHOT ▶58
IF NOT ▶138

123

The preacher is taken aback by your stern words and appearance. He looks uncertain as to what to do next, so you grasp him firmly and tug him over to where Aelmer and his wife wait with the villagers.

'Are these people idol-worshippers and demons?' you ask.

The children shuffle their feet; dressed in their best, bright clothes, they resemble nothing so much as a choir of cherubs. You march the preacher down the

lane to the church just behind the village square. Father Cedric emerges; he is surprised to see another priest, and especially one being roughly held.

'Bless you, Brother, and you, Robin, but where's the need to hold a man of the faith thus?'

'There,' you say to the preacher. 'Do you still imagine you have business in this village?'

The preacher looks shamefaced and straightens his habit. Muttering goodbyes, he walks stiffly out of the other side of the square.

You restore the lamb to Cerys, and the parade continues.

MAKE A PERCEPTION ROLL:
1 OR LESS ▸ 352
2 OR MORE ▸ 167

124

Even the threat of your magical sword seems of little interest to Sir Guy. Its power cannot release him from the charm he is under, even though it was once used to ensnare your companions by Morgwyn of Ravenscar.

DO YOU:
GIVE UP? ▸ 308
TRY SOMETHING ELSE? ▸ 170 AND CHOOSE ANOTHER OPTION

125

You have to approach the stranger across a field. The stranger sees you coming, turns and runs away from you towards a nearby spinney. You sprint down the field yourself and follow the stranger around the clump of trees.

You practically run into two burly men, who wear rough clothing and each carry a staff. They look like serfs or villeins, men who work the land for themselves and their lord. The fugitive has been grabbed by one of

them and you see that it is a peasant woman. Her tattered clothing and wind-blown hair now hang limply and she looks quite defeated. The other man eyes both you and the woman carefully.

'Well, Tom, I think we've found out what was disturbin' my 'ens. This lass's been trying to steal my eggs, I'll warrant you. And this wild chap,' he says, pointing at you, 'looks like 'e's up to no good neither.' The man brandishes his staff at you.

DO YOU:

FIGHT HIM TO TRY TO RESCUE THE WOMAN?
▶ 175

TRY TO PERSUADE HIM NOT TO ATTACK YOU?
▶ 120

126

A trickle of blood runs from his mouth as Sir Jean speaks: 'Curse you, Robin i' the Hood! Though you may have dealt me a mortal wound, my death will be avenged!'

So saying, he heaves himself to his feet . . . and leaps into the bonfire! There is a ghastly shriek, followed by an inhuman wail as the flames explode upwards. The fire turns blood-red, and you see an enormous figure rising up from within the pyre.

▶ 321

127

Your friends are also alarmed at the sight of the corpse and rush back to the road beside the grove. They refuse to have anything to do with Gisburne's suspended form and you might well agree with their sentiments. But if some devilry is afoot, you are sworn to fight it, as Herne's son.

DO YOU:

GO ON TO HAXHEY WITH YOUR FRIENDS? ▶ 74

INVESTIGATE THE BODY IN THE TREE? IF SO, NOTE ON YOUR CHARACTER SHEET THAT YOU ARE ALONE:

IF YOU HAVE THE SILVER SPURS ▶ 174

IF NOT ▶ 139

128

The carter is alarmed and offers no resistance in the face of roused guards and England's most notorious outlaw. However, his horse is less impressed with your reputation.

MAKE A RIDING ROLL:

2 OR LESS ▶ 395

3 TO 6 ▶ 100

7 OR MORE ▶ 366

129

You step bravely into the trees, hoping that the evil portent of the red moon and the Black Ram does not bode ill for the Lord of the Trees.

While you search, you begin to hear voices whispering and calling. Ahead of you there is a pale light hovering among the trees. The light seems strangely familiar, and as you watch, it starts drifting further away from you. The whispering grows louder, and is accompanied by an eldritch, lilting, musical sound.

DO YOU:

FOLLOW THE STRANGE LIGHT? ▸ 382

RUN AWAY FROM IT INTO THE FOREST? ▸ 363

130

Once you are inside his house, Father Cedric talks about the celebrations tomorrow and complains of the Abbot's imposition.

'For some reason he's taken it into his head to put an extra tax on us this year, especially for this holiday. I really pity the villagers. Many of them barely scrape a living as it is, what with the annual tithe, the rents to the Abbey, the Hundred tax the Sheriff takes and all the special levies raised by the King to fight his wars in Normandy. There's many as'll go hungry this year, or end up as serfs, unable to pay their debts.'

DO YOU:

WANT TO FIND OUT MORE ABOUT ABBOT HUGO'S INIQUITOUS TAXES AND HELP THE PEOPLE OF HAXHEY? ▸ 144

GO OFF TO NOTTINGHAM TO LEARN MORE OF SIR JEAN AND THE REASON FOR HIS PRESENCE HERE? ▸ 3

WAIT IN THE VILLAGE FOR TOMORROW'S FESTIVAL? ▸ 150

131

There is no sign of the men you sent off and you are beginning to wonder if they have circled round to avoid you. Then you see two figures between the Moot Hall and a villager's house. You creep towards them, intent on dispatching them quickly before they cause any real harm.

MAKE A STEALTH ROLL:

1 OR LESS ▶ YOU MAY HAVE A FREE STRIKE AGAINST THE FIRST GUARD

2 OR MORE ▶ YOU FIGHT THE GUARDS NORMALLY

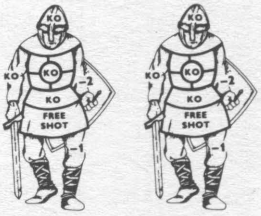
THESE GUARDS ARE UNHARMED – THEY ARE NOT THE PAIR YOU FOUGHT BY THE CHURCH.

GUARDS:

COMBAT SKILL = 4

EACH

YOU MUST FIGHT THESE MEN TOGETHER (SEE RULES FOR FIGHTING MORE THAN ONE OPPONENT).



IF YOU OVERCOME THE GUARDS ▶ 340

IF THEY OVERCOME YOU ▶ 58

132

Alison's story is an unlooked-for burden, until you realize it might be of some help to your quest for Sir Jean: for who will be more likely to know of the French nobleman's intended movements and likely whereabouts than the Sheriff's incompetent steward, Sir Guy of Gisburne? If you can intercept him before

he gets to the boys of Wickham, you'll save them and perhaps get some information.

Alison is overjoyed when you tell her you'll help. You send her back home to wait for her son to return when he gets bored, and you make for the road which links Nottingham to York.

▸ 198

133

You bound down the hill in the dark, leaping hedges and trusting to Herne to guide your feet. You haven't got far before you hear a horrific scream from the summit of the hill. You look back and see the flames of the bonfire burning blood-red. They seem to be forming themselves into some shape – a shape you cannot make out at this distance. You stop running and try to discern what is going on up there.

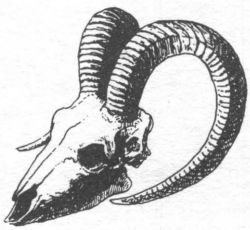
▸ 173

134

'. . . So I dodged behind the cart and managed to sneak into a copse while Gisburne's men ran around fruitlessly. Eventually he had to call them back, and as soon as I could, I ran down the line of the hedge to this ditch.'

Marion's news is far from good and you are worried that you might be discovered.

▸ 49



135

You snap the rope from the ground, but just too early. Sir Guy sees the trip-rope, and with a stunning display of horsemanship makes his steed leap up and over the unexpected barrier.

The horse lands heavily with a crash of hoofs, but Gisburne is already urging it on and it gallops off at a furious pace. The Sheriff's steward is dwindling in the distance before you can react.

CHECK YOUR USUAL POSSESSIONS LIST:

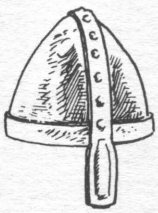
IF YOU HAVE A HORSE ➧ 391

IF NOT ➧ 11

136

You hold your breath and keep perfectly still. After a minute or so, the last villager departs and it looks as though none spotted you. You wait another couple of minutes for good measure, then drag yourself out of the thicket and sneak off into the trees, making your way back to Haxhey by a circuitous route.

➧ 39



137

As you go to shoot, you miss your footing and stumble over. An evil laugh drifts back across the open field and the rider disappears from view.

A warm, sticky mess clings to your boots and breeches. It is hard to make out in this fading light what it is, but with a gasp of horror you realize that it

is blood. Beneath you rests the freshly slaughtered corpse of a young lamb.

You rejoin your companions and rest up in the little wood.

➧ 22

138

You roll over and through the dark door. Within, Father Cedric has all the paraphernalia of the Black Ram assembled; he is waiting anxiously.

With a crossbowman covering the door, there seems little chance of escape – unless you can knock him out.

DO YOU:

FETCH YOUR LONGBOW TO TAKE A SHOT AT HIM? ➧ 176

TRY TO FIND SOME OTHER WAY OUT OF THE CHURCH? ➧ 241

139

The corpse sways mesmerically; the chill countenance of death is a ghastly vision. Your first thought is to cut him down, but the rope is too high to reach. The tree also looks difficult to climb – unless you had something to clamber on to.

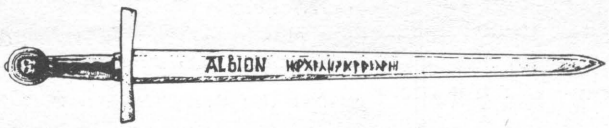
DO YOU:

STAND ON YOUR HORSE (IF YOU HAVE ONE) AND TRY TO REACH THE ROPE? ➧ 230

LOOK AROUND FOR FOOTHOLDS ON THE TREE OR SOMETHING ELSE? IF SO, MAKE A PERCEPTION ROLL:

1 OR LESS ➧ 284

2 OR MORE ➧ 230



140

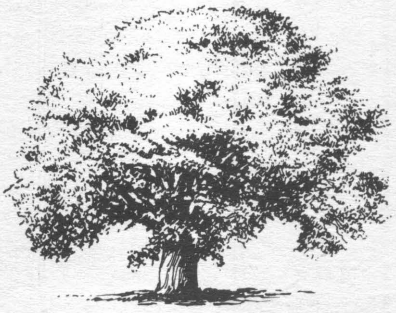
While you eat, Herne speaks to you: 'You must always remember who you are, and whom you are fighting for. Soon will come the time when you will follow the tailless Black Ram. When all around you flee, you must be the hindmost. Catch the Ram by its tail. Use the Power of Light and Darkness that is in you.'

When you finish the food, Herne bids you lay down. You sleep deeply and peacefully, and when you awaken, Herne is gone. You feel much better and leave his cave to retrace your steps through the forest.

IF YOU WERE INJURED, HERNE HAS HEALED YOU OF UP TO 4 WOUNDS.

You return to find your friends with Ellen, sharing a breakfast of curds and hot, spiced milk. Ellen tells you her tale.

➧ 79



141

You ride briskly towards the person, but he or she disappears into a nearby spinney, perhaps startled by your approach. When you reach the spinney, you circle around it, peering into the trees. You are almost ready to give up when you hear voices from the other side. You ride round and see a farmer roughly drag-

ging someone out of the spinney – and you notice that it is a peasant woman, looking bedraggled and exhausted.

You ride towards the farmer and his captive, but there is a loud shout just behind you and your horse rears.

MAKE A RIDING ROLL:
2 OR LESS ▸ 318
3 OR MORE ▸ 283

142

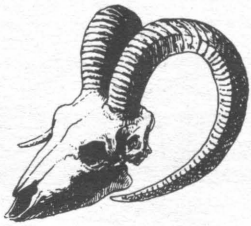
The Boggans remain silent as you question them. Suddenly one lets out a shout and they charge you. Your arrow catches one in the chest, but you must reload rapidly to hit the other.

MAKE A RANGED COMBAT ROLL:
RANGE NUMBER = 2

IF THIS SHOT DOES NOT OVERCOME THE BOGGAN HE WILL BE ON YOU BEFORE YOU HAVE A CHANCE TO USE YOUR SWORD.

BOGGAN:
COMBAT SKILL = 5

IF YOU OVERCOME HIM ▸ 389
IF HE OVERCOMES YOU ▸ 277



143

You search your mind for some piece of lore which relates to the enchantment Gisburne appears to be under.

MAKE A MINSTRELSY ROLL:
2 OR LESS ▸ 8
3 OR MORE ▸ 308

144

You ask Father Cedric for more information about the tax-collectors, telling him you might be able to think of a way to get the taxes back for the village.

'Robin!' he exclaims. 'The Abbot is my superior. Although his commands are hard on the villagers, I would damn myself as a sinner if I were to aid you in a villainous deed, even if your intentions were good.'

DO YOU:
SEEK SOME OTHER VILLAGER TO HELP YOU FIND THE TAX-COLLECTORS? ▸ 51
TRY TO PERSUADE FATHER CEDRIC? IF SO, MAKE A CHARM ROLL:
0 OR LESS ▸ 399
1 OR MORE ▸ 233

145

You are faster than the clumsy guards in their heavy mail, but they are armed with crossbows. They hastily fumble and load them, but you can dodge between hedges, bushes and trees to avoid them. However, one of them is able to loose a bolt at you.

TOWN GUARD:
RANGED COMBAT SKILL = 5
RANGE NUMBER = 6

IF THE GUARD OVERCOMES YOU WITH THIS SHOT OR OBTAINS A KNOCK-BACK RESULT ▶ 349
IF NOT ▶ 331

146

You have time for just one shot at Gisburne as he turns. Then you must rush at him.

MAKE A RANGED COMBAT ROLL:
RANGE NUMBER = 5

NOTE ANY WOUND INFLICTED AND ENTER IT ON THE DIAGRAM IF YOU GET TO FIGHT SIR GUY.

IF YOU OVERCOME SIR GUY WITH THIS SHOT ▶ 250
IF NOT ▶ 312

147

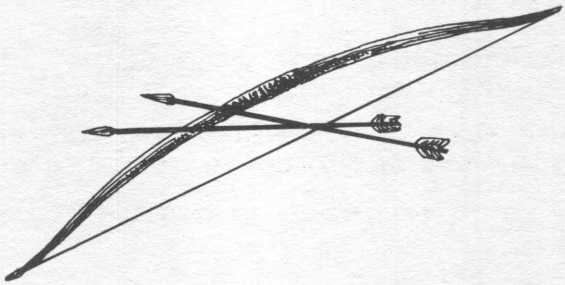
After thinking hard, you remember the legend of the lords of Melusine, a small province of Poitou in France. A long time ago, Count Geoffrey of Anjou married a lady of Melusine, who turned out to be a demon in the form of a beautiful woman. However, before the Count discovered this, she had borne him a son . . . and the descendants of the marriage became, eventually, the rulers of England. King John himself is, through his father, a direct descendant of the Lady of Melusine. Many people have said that is the demonic blood in the King's veins that makes him so cruel and full of malice. Now it seems that John has appointed Sir Jean de Melusine to the Curia Regis or Royal Council, the French nobleman having lost all his lands in France after the King's dismal campaigns there.

▶ 86

148

The Ram leaps towards the retreating Herlmer, but you are quicker. Your sword bars the advance of the huge figure, and it comes to an abrupt halt. Then a sword leaps from the dark cloak to meet yours, the black cloak is cast away and you find yourself locked in battle with Sir Jean de Melusine.

IF YOU HAVE ALBION ▸ 320
IF NOT ▸ 256



149

Sir Guy halts the column of men and prisoners in a village for the night. You are roped and tied together in the middle of the green beside the fire; a close watch is kept upon you by three men at all times. The night is cool and you cannot sleep.

The moon is full and you can see the guards clearly. Suddenly, a fearsome howl echoes through the night. The guards look worriedly at one another. The unearthly howl comes again, this time closer. One of the watchmen is nudged by his two companions; he slowly gets to his feet and nervously walks over to the edge of the village with his sword drawn. Just before he disappears out of the firelight, the howl sounds a third time: he starts back in alarm, but is told to go on by the sergeant of the watch.

A couple of minutes creep by and the guard does not reappear. Suddenly an arrow flies out of the darkness and catches the sergeant in the neck. He slumps dying, and before the remaining guard can cry out a second arrow pierces his chest.

Will Scarlet rushes from the shadows clutching a long bow and a knife. He quickly cuts your bonds.

'Looks like these ambushes are as daft as you thought, Robin. Come on,' he remarks, and leads you to a hidden path. 'This leads on to my camp. There's plenty of gear for us all there.'

ADD WILL SCARLET TO YOUR LIST OF COMPANIONS.

DO YOU:

GO OFF WITH WILL IMMEDIATELY AND MAKE GOOD YOUR ESCAPE? ▸ 305

TRY TO FIND YOUR SPECIAL POSSESSIONS TAKEN BY GISBURNE? ▸ 99

150

In the early evening you are invited to the house of the village headman, Aelmer. He is a sandy-haired and genial man of about forty with a buxom wife and a large family. His house is usually crowded with children, grandparents, brothers, cousins and so on, but a space has been cleared for you near the fire. You are served a delicious mutton hotpot, followed by crisp apples.

The family calls for entertainment from their celebrated guest and, wishing only to please these good and generous folk, you give in to their demands and sing.

MAKE A MINSTRELSY ROLL:

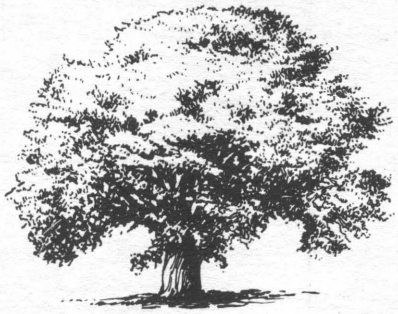
3 OR LESS ▸ 161

4 OR MORE ▸ 253

151

The Hood-chasers are moving quite quickly and you have to trot to keep them in sight. Soon you enter the woods. It doesn't take you long to realize that you'll never catch up with the Hood Game: the villagers are moving too fast and had a good head start.

MAKE A PERCEPTION ROLL:
4 OR LESS ▸ 52
5 OR MORE ▸ 17



152

In Haxhey, the preparations for the feast have reached fever pitch. People are rushing around with all sorts of delicacies. At every turn your nose is assaulted by a new and appetizing aroma. The delighted squeals of children add to the excitement.

IF YOU PLAYED IN THE HOOD GAME, YOU MAY RETRIEVE YOUR WEAPONS.

IF YOU HAVE JOHN'S STAFF ▸ 374
IF NOT ▸ 226

153

You pass several frustrating hours in the gloomy barn. Eventually you hear voices and one of the Sheriff's guards appears with a couple of peasants. They bundle you up and throw you, hog-tied, into the back of a cart, which starts off down the lane. They laugh at you and tell you of your impending doom – incarceration, a trial and then the scaffold.

Just as your spirits sink to their lowest level, you hear a strangely familiar sound – like a wood-pigeon. You struggle upright and see your friends leaping from the forest at Much's call to attack the cart. The guard has been struck down by an arrow and the peasants soon flee from Tuck and Little John with their sturdy staves. Marion comes to your aid: she has a knife and swiftly cuts your bonds. Beside you in the cart lies all your equipment, including Albion.

And waiting with Much in the trees is someone else – the woman you were trying to defend before you were captured.

You must now rest and recover after your ordeal.

➧ 370

154

He slumps in the saddle and slowly topples from his horse. The guard is the last to fall, your friends having overcome all the others. You quickly examine them all, but there is no sign of Sir Jean.

Much tugs at your jerkin. 'Robin, he's not here, is he? I'm not sure, but I think he might have got away somehow.'

Much's words make you stop and think back to when you first glimpsed the riders.

MAKE A PERCEPTION ROLL:

0 OR LESS ➧ 329
1 OR MORE ➧ 225

155

You confer with your friends, sitting at one of the oaken tables which have been set between the houses in the middle of the village, ready for the afternoon's feast.

Aelmer joins you with a couple of the other villagers. You wonder what else might happen after last night's attack, and some are in favour of hunting down Sir Jean before he can get here. Others, including Aelmer, would rather see you stay in case more trouble arrives.

As you sit and talk, you notice Father Cedric going across to his church for the morning service. He has to use a walking-stick, but otherwise seems much better.

DO YOU:

STAY IN THE VILLAGE? ➧ 24

SEEK OUT SIR JEAN? ➧ 214

156

There is no sign of the guards and you have to return to the village before you become lost in the night-shrouded countryside. Still, perhaps you managed to disturb the men before they found what they were looking for.

Back in Haxhey, you encounter Aelmer's wife putting Father Cedric to bed. She has a Healing ability score of 9 and will aid you if no one better is present. Then you fall into a bed yourself – a pile of rugs by the priest's hearth – and hope for a better day tomorrow.

➧ 290

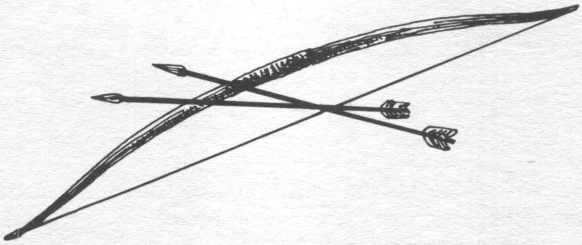
157

He fights from horseback.

RIDER:
COMBAT SKILL = 5

YOU CANNOT HIT A MOUNTED MAN IN THE HEAD. IGNORE ANY HEAD WOUND YOU GIVE HIM, TREATING THE BLOW AS A MISS.

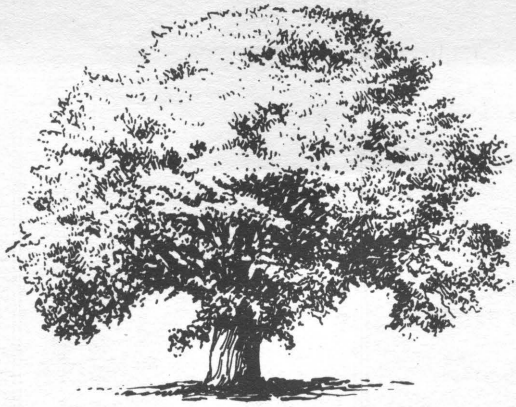
IF YOU OVERCOME HIM WITHIN 4 ROUNDS ➧ 304
IF HE OVERCOMES YOU WITHIN 4 ROUNDS ➧ 89
IF YOU ARE STILL FIGHTING AFTER 4 ROUNDS ➧ 197



158

You note where Sir Guy fell into the roadside bushes. Leaving your friends to pick themselves up, you rush over and follow the trail of broken plants. Sir Guy has gone deeper into the forest, trying to evade his ambushers, but you push on relentlessly.

➧ 292



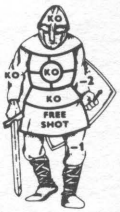
159

The guard is taken aback by the ferocity of your attack and you quickly strike him down. But his two comrades are more careful. You must fight them in turn and defeat them just as fast, if you are to make your escape safely.

TOWN GUARDS:
COMBAT SKILL = 4
EACH

FIGHT ONE, THEN THE OTHER.

IF YOU OVERCOME BOTH THE GUARDS WITHIN 4 ROUNDS ▶ 331
IF THEY OVERCOME YOU WITHIN 4 ROUNDS ▶ 349
IF YOU ARE STILL FIGHTING AFTER 4 ROUNDS ▶ 273



□□□□

160

The second farmer is much more able.

FARMER:
COMBAT SKILL = 6

IF BOTH FARMERS ARE STILL HERE, YOU MUST FIGHT THEM TOGETHER. SEE THE RULES FOR FIGHTING MORE THAN ONE OPPONENT. YOU MUST OVERCOME THE *SECOND* FARMER BEFORE WOUNDING THE OTHER (IF YOU MANAGE TO KNOCK-BACK THE SECOND FARMER, YOU WILL BE ABLE TO FIGHT ONE ROUND AGAINST THE FIRST FARMER ON HIS OWN). TRANSFER WOUNDS ON THE FIRST FARMER TO THIS DIAGRAM (FROM PARAGRAPH 175).

IF YOU OVERCOME THE FARMERS ▸ 255
IF THE FARMERS OVERCOME YOU . . .

They pounce on you, knocking Albion from your grip. One farmer produces some cord from his pocket and the other helps to tie your hands behind your back. There is no sign of the woman, but you are dragged and hauled along the dirty path back to their

farmhouse, where they throw you into the barn, among pigs and clucking hens. There is a terrible stench of manure.

One of the farmers soon comes back with a length of stout rope and ties you firmly to one of the posts supporting a hay bin. You test the knots, but realize that they are too tight to escape, and the outlook is bleak.

REMOVE ALL SPECIAL POSSESSIONS PLUS YOUR BOW AND ARROWS FROM THE LIST ON YOUR CHARACTER SHEET. NOTE: YOU MUST REDUCE YOUR COMBAT ABILITY SCORE BY 2, IF YOU FIGHT WITHOUT ALBION.

DO YOU:

WAIT AND SEE WHAT HAPPENS LATER? ➧ 153
USE A POINT OF POWER? ➧ 92

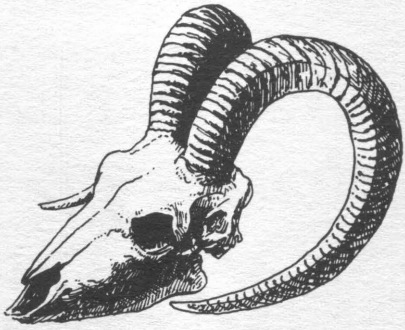
161

You sing a humorous tale of King Richard and Prince John, which you once heard recited by a troubadour you assisted, Alan à Dale. The villagers love the song, and even the children laugh at the sardonic portrayal of feeble, wicked Prince John.

The merriment is interrupted by the sudden slam of the door. There in the doorway is Father Cedric; he is out of breath and there is an ugly weal across his scalp.

'Help me, Robin,' he gasps, staggering into the room.

➧ 180



162

You try putting the bone disc before his eyes, pressing it to his head, even waving it around – but all to no avail. His eyes remain as blank and shiny as silver pennies. You become convinced that nothing will remove the charm that has been laid on your enemy.

➧ 308

163

You turn and sprint away from the Boggans. Over your shoulder you see them give chase; and worse, you see that they are closing the gap. The Hood isn't very weighty, but it seems to be enough to slow you. Unless

you do something quickly, the pair will be on you. The way they were twirling their clubs, they looked as if they were going to do more than 'tap' you.

DO YOU:

THROW THE HOOD AWAY AND RUN FOR HAXHEY? ▸ 319

TURN TO FIGHT THEM? ▸ 82

164

You manage to hide behind the door as it opens. In comes a peasant farmer and a guard – who is holding your sword, Albion! Thinking fast and acting faster, you leap from your hiding-place and snatch the sword from his grasp.

The guard and the farmer are too alarmed to react, so you force them away from the door and swiftly make your escape. Now they'll have some explaining to do!

DO YOU:

SEEK OUT YOUR FRIENDS IN SHERWOOD FOREST? ▸ 242

LOOK FOR THE WOMAN YOU TRIED TO AID? ▸ 5

165

You set off for Fenigley, knowing that there's a good chance that Sir Jean and his men stopped there on their way to Nottingham. When you arrive, you find the villagers being harangued by a wild-eyed wandering priest. He is perched on a cart in the middle of the village, shrieking in an unfamiliar accent at the top of his voice.

'Repent, ye sinners, repent! The Lord kens thy vile practices and will nay forgive ye, lest ye repent this day! Repent all blasphemy and heathen thoughts! If ye have aught that be Satan's, let it be purified with the Holy Fire and Holy Spirit. Burn! Burn! Burn! Burn thy evil, or ye will surely burn yeselves in Hell!'

Some of the villagers are standing listening to the priest, while others go about their work, trying to ignore him. As you approach, the preacher fixes you with his manic stare and points an imperious finger at you.

'Ye may come late, yet there still be time! There be but one God, yet he be a merciful God. If ye abandon the works of Satan and repent, ye may yet taste Paradise. Tomorrow I go to battle the Devil's brood at Haxhey. If they heed not my words, then shall they be cast into the Pit of Eternal Damnation.'

Leaving the priest to his rantings, you seek out Warin the tavern-keeper, and inquire about Sir Jean.

'Ah, a French knight, you say,' he replies. 'It must 'ave been 'im as rode through 'ere wi'out stopping the other day.'

It seems pointless to inquire further of Sir Jean, and the conversation turns to the fiery preacher.

'A proper nuisance, 'e is. Was 'ere last year, round about the time o' th' haymaking. Come down from north of the border. Stirrin' up all kinds of trouble 'e was. A proper nuisance, to be sure. But old Mother Agnes gave 'im what for. Gentle but firm, she were. Told 'im to stop botherin' honest, God-fearin' folks and start doin' somethin' useful. Proper put 'im in 'is place, she did. 'Appen she'll run 'im out o' the village again when she 'ears 'im a preachifyin'!'

You laugh at the thought of the rabid priest fleeing from an old woman and thank Warin for his hospitality. You make your way to Haxhey.

116

166

You've never witnessed such chaos before! When the Hood flies into the air, pandemonium breaks out among the villagers, as they jostle one another to be under the Hood when it lands.

It descends into a writhing clump of men and a shout goes up. For a while, villagers pile themselves ever higher in an attempt to grab the Hood and make off with it. There is a frantic scrummage until a man crawls and elbows his way out from underneath the mass of Hood-chasers. He looks as though he has been trampled by a herd of wild oxen, but still manages to pass the Hood to a friend before collapsing. As the man with the Hood makes off, the scrummage falls apart and the cry goes up. The Hood has been captured by an Elsdon man, and others from his village now do their best to hamper pursuers, by tripping, tackling and grabbing. Their man is a fine runner, and makes off across the fields towards the nearest woodland.

A few villagers have been crushed too badly to continue the game, but the rest give chase, some splitting away to try to head off the Elsdon man. The

Boggans, in their quaint red garb and carrying large clubs, also split up and hurry after the Hood-chasers.

IF YOU JOIN IN THE HOOD GAME WITH THE MEN OF HAXHEY ▸ 108

OTHERWISE, IF LITTLE JOHN IS WITH YOU, HE JOINS IN, ASKING YOU TO LOOK AFTER HIS STAFF. NOTE JOHN'S STAFF ON YOUR SPECIAL POSSESSIONS LIST.

IF YOU HAVEN'T JOINED IN THE HOOD GAME, DO YOU:

SIMPLY TRY TO FOLLOW THE PROGRESS OF THE GAME? ▸ 85

STAY IN THE VILLAGE? ▸ 19

167

You have the irritating sensation of having failed to notice something important. Shrugging it off, you follow the children's parade back to the Moot Hall, where they are reclaimed by their parents and shepherded back to their homes, well out of the rough-and-tumble of the Hood Game. The players are already assembling for the game, with the Haxhey men being joined by those of Elsdon, Calnestone and Torneshey.

▸ 182

168

You charge triumphantly into Haxhey, holding the Hood above your head. A cheer is raised by the villagers when they see you.

DO YOU:

HURRY TO THE MOOT HALL, WHERE THE GAME STARTED? ▸ 336

MAKE STRAIGHT FOR THE ALEHOUSE AT THE OTHER END OF THE VILLAGE? ▸ 357

169

'I think I ought to go and try to speak to Ellen again and find out more about the arrangements for Sir Jean's visit,' suggests Marion. 'She did say that she would try to get some information out of one of the guards for me, and listen to all the gossip in the castle.'

You're not sure if this is a good idea. It is late in the day and although you are not far from Nottingham, the trip would be fraught with dangers, particularly in getting past the guard on the town gate.

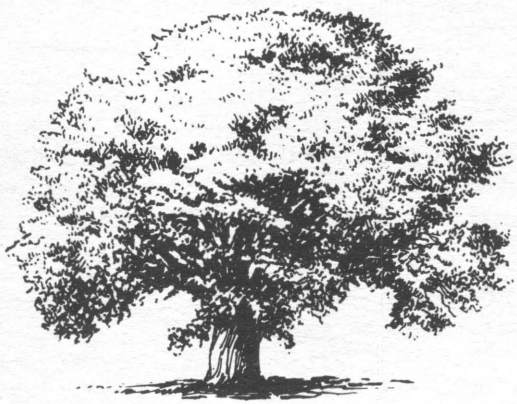
Marion looks annoyed when you point out the difficulties of her idea. 'But I know I can do it, Robin. And I don't want to miss a chance of getting at this man, if he is as nasty as you think.'

DO YOU:

LET MARION GO TO NOTTINGHAM TONIGHT? ➧ 20

PERSUADE HER TO WAIT UNTIL THE MORNING? ➧ 386

GO AND TRY TO CONSULT HERNE ABOUT THIS STRANGE VISITOR TO NOTTINGHAM? ➧ 222



170

'Look at his eyes!'

You glance up and realize that, with the light shining directly into them, Gisburne's eyes look somehow glazed and distant.

'He's been bewitched!' your companions mutter in wonder. They back away from him. It certainly would explain Gisburne's strange attitude. But who would want to bewitch him – and why?

You think carefully and conclude that Sir Guy must have been entranced by Sir Jean de Melusine. But the reason?

You have to try to bring Gisburne to his senses, and can only guess at what means Sir Jean has employed to enchant him.

DO YOU TRY USING:

A SILVER CRUCIFIX? ▸ 216

THE GOLD FLEECE BROOCH? ▸ 199

HEALING SKILL? ▸ 177

THE IVORY DISC? ▸ 162

MINSTRELSY SKILL? ▸ 143

ALBION? ▸ 124

YOU MAY USE AN ITEM ONLY IF IT IS NOTED DOWN ON YOUR LIST OF POSSESSIONS.

171

The mailed and richly caparisoned figure gallops towards you. Sir Guy may be alone, but he is certainly making sure he isn't defenceless. As he draws almost level with your position, you give the cry to raise the rope, praying to Herne that you have timed the action perfectly.

MAKE A PERCEPTION ROLL:

3 OR LESS ▸ 261

4 OR MORE ▸ 135

OR USE A POINT OF POWER ▸ 57

172

His gaze lights upon you and seems to bore through your ragged hood. Then a contemptuous voice seems to sound in your mind: 'Begone, scum. There is nothing here worth spying on.'

Suddenly you feel a terrible pain and black out. When you come to, a passer-by is shaking you and there is no sign of Sir Jean or his men. Evidently you have not been discovered, but now there are more urgent matters. You must get to Haxhey as soon as possible.

231

173

A huge, black, horned figure looms by the bonfire and begins to move in your direction. As its silhouette approaches you, it seems to grow, until it dwarfs you and engulfs all in its shadow. You cannot move, and the last thing you see before blackness overwhelms you is the huge, mocking skull of a Black Ram.

THE END

174

The corpse cannot truly be Sir Guy's. You left him in Sherwood Forest not much above an hour ago and now he hangs as if dead for half a day. When you look closely, you see that he is still wearing a pair of spurs. You dig into your pocket and take out the silver spurs you yourself removed from Gisburne in Sherwood.

You stare intently at the corpse. There seems to be a shimmering in the air around it. Then you become aware of someone else's presence in the grove and look away from the disturbing, but compelling sight of Gisburne's image.

284

175

The farmer isn't too tough.

FARMER:
COMBAT SKILL = 3

IF YOU OVERCOME HIM WITHIN 3 ROUNDS ➧ 276

IF HE OVERCOMES YOU WITHIN 3 ROUNDS, YOU LOSE ALL POSSESSIONS AND ARE THROWN INTO A BARN, SECURELY TIED ➧ 153

IF THE FIGHT LASTS MORE THAN 3 ROUNDS ➧ 397

176

From the cover of the doorway the shot is not a difficult one. You select a trusty ashwood arrow made by Much, take careful aim and fire.

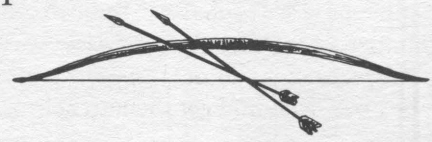
MAKE A RANGED COMBAT ROLL:
RANGE NUMBER = 2

IF YOU INFLICT AN ARM WOUND, A KNOCK-BACK OR OVERCOME THE CROSSBOWMAN ➧ 245

IF NOT . . .

The man is surprised by the arrow, but merely gets out of the way of any further arrows. He is still covering the doorway with his crossbow.

➧ 241



177

You think you may be able to bring Gisburne out from his enchanted state if you have some special healing herbs. If you do not have these with you already, try to find some in the surrounding countryside.

MAKE A WOODCRAFT ROLL:
ON A RESULT OF 2 OR LESS, YOU FIND THE HERBS YOU SEEK.

Even if you don't have the herbs, you can still try to revive Sir Guy.

MAKE A HEALING ROLL. IF YOU HAVE THE HEALING HERBS, ADD 3 TO YOUR ABILITY SCORE:
0 OR LESS ▸ 87
1 OR MORE ▸ 308

178

You recognize the woman as Elizabeth, the sister of James, your colleague who lies in the graveyard here. She has obviously not forgiven you for his death. You must act quickly to save both yourself and her from creating a public spectacle.

DO YOU:
TRY TO CALM HER HYSTERICAL OUTBURST BY GRABBING HER AND SHAKING SOME SENSE INTO HER? ▸ 109
TALK GENTLY AND KINDLY TO HER TO TRY TO PLACATE HER HATRED? IF SO, MAKE A CHARM ROLL:
3 OR LESS ▸ 190
4 OR MORE ▸ 380

179

Gisburne falls with a cry. With a single motion you flick his sword away and point your own at his throat. You call the boys over, and get them to help you bind

him and force him on to his horse. Then you severely lecture Matthew and his rash young friends, telling them that their bruises and other injuries are nothing to be proud of. They go off, shamefaced, and you return along the road to the others.

▸ 398

180

You rush to his aid. As you cradle his head in your arms, he manages to croak out a few words.

'Soldiers, Robin. Two of them. They're . . . in the house. I wouldn't tell them where it was . . . ah . . . stop them . . .'

He passes out and you leave him to the gentle ministrations of Aelmer's wife. Calling the others, you rush over to Father Cedric's house. A number of the villagers bravely follow you.

DO YOU:

RUN INTO THE HOUSE AND TRY TO SURPRISE THE PRIEST'S ASSAILANTS? ▸ 191

WAIT OUTSIDE FOR THEM TO EMERGE, THEN AMBUSH THEM? ▸ 201

181

Will advances on you menacingly and you reluctantly hold Albion aloft as if to block his attack. Then, pretending to be nervous and indecisive, you suddenly lunge at Will and with a twirl of the magic sword you disarm him. He rages impotently and then furiously tries to strike you with his fists. You hold him at bay with Albion until he backs off for a moment and you have a flash of inspiration.

You reverse your grip upon the sword, hold it by the blade and offer the haft to Will. This sudden act of friendship shames him. He slowly takes the sword, only to look briefly at its inscription and hand it back

to you, clasping your shoulders at the same time. His gesture touches you and you embrace him back, forgiving him for his violent outburst. The cloud of anger that started the fight seems to have been completely dispelled.

➧325

182

Suddenly a shout goes up: 'Silence for the King Boggan!'

A hush descends on the assembled villagers, who stand expectantly. All eyes rest on a figure in scarlet who leaps on to a table and bangs it with his huge shepherd's crook. The baggy breeches with yellow stitching proclaim his ceremonial importance. His face is covered by a hood and a mask with eyeholes, but when he speaks you recognize the voice of Aelmer, Haxhey's headman.

'Listen ye all to the telling of the rules. When the game shall begin, ye shall strive to carry the Hood to your village's alehouse. Ye shall carry no weapon, nor shall ye use one. The village that captures the Hood shall win the Hood Game. If ye be tapped by a Boggan, ye shall desist, lest ye be beaten senseless. These are the rules of the Hood Game. Let it now begin.'

Another fellow dressed in red passes him a hood, bundled up and tied with straps. It is made of well-worn leather and looks as though it might have been used for the first Hood Game, back in the darkness of ages past. The King Boggan holds it aloft for all to see, shouting, 'Behold the Hood!'

IF YOU HAVE THE HORN OF CERNUNNOS ▸ 377
IF NOT ▸ 353

183

The copse is lightly wooded and should show signs, if any horseman rode through it. You split up to search quickly, scanning the undergrowth for trample marks and hoof-prints.

MAKE A WOODCRAFT ROLL:
3 OR LESS ▸ 56
4 OR MORE ▸ 337

184

Sir Guy drops wounded to the ground. But before you can properly dispatch him, his guards rush towards you. There are at least six of them – perhaps more. The situation looks desperate.

DO YOU:
STAY AND FIGHT THE GUARDS? ▸ 273
RUN STRAIGHT DOWN THE STREET AND BURST THROUGH THE GATE GUARDS? ▸ 145
RUN THROUGH THE NEAREST DOORWAY? ▸ 364

185

A small group of horsemen come into view, wearing the distinctive colours of Sir Jean de Melusine. The game is afoot, and your prey is almost within your grasp.

You sense your comrades readying themselves silently, and when the riders draw abreast of you, you shout and six bows twang in unison. Two of the riders fall, pierced by arrows. The others mill round, and you rush to engage them, Nasir at your side.

By the time you reach them, they have drawn their swords and are defending themselves. You fight the one closest to you.

GUARD:
COMBAT SKILL = 4

BECAUSE HE IS ON HORSEBACK, YOU CANNOT STRIKE HIM IN THE HEAD. TREAT ANY '†' RESULT AS A MISS.

☐☐☐

IF YOU OVERCOME HIM WITHIN 3 ROUNDS ➧ 154
IF HE OVERCOMES YOU WITHIN 3 ROUNDS ➧ 73
IF THE FIGHT LASTS MORE THAN 3 ROUNDS ➧ 27

186

You know that Gisburne won't be long getting here, if he's riding all the way to St Mary's. You must work out which two companions will help you by pretending to be a stricken traveller and his friend.

With one lying in the road and the other limping near by, you wait in the shadow of the trees some way

down the road. Gisburne will surely stop to help, then you can surprise him and capture him.

Unfortunately, luck is not with you and before Gisburne arrives, an old man driving a mule-cart approaches. He stops, seeing the people 'in distress', and Sir Guy rides up while he is still there.

Sir Guy appears to recognize one of your companions and suddenly wheels his horse. He is level with you and will escape unless you act immediately.

DO YOU:

RUSH OUT AND ATTACK HIM ▸ 312
PAUSE AND USE YOUR LONGBOW ▸ 146

187

You assume that Marion will be gone all day. She will have to get to the town, then into the castle when it is safest, then find Ellen and get out again. *Perhaps*, you think to yourself, *I could find out more information myself. After all, Marion may not be able to reach Ellen, or may not learn enough from her.*

As you think on, you realize that Sir Jean must have passed through many villages on his route from London – villages where you have friends. Perhaps one of them talked with him. If you do leave the others to wait for Marion, you could ride (if you have a horse) or go on foot, so as to be less conspicuous. However, Marion might need your help later.

DO YOU:

LEAVE THE OTHERS AND RIDE OFF TO THE VILLAGES? ▸ 354
MAKE FOR THE VILLAGES ON FOOT? ▸ 105
STAY HERE AND WAIT FOR MARION? ▸ 333

188

You explain to Alison the need for you to stay here and protect the village from the malevolent attentions of Sir Jean de Melusine. She looks put out and a little upset, but realizes that Haxhey's need may be greater than her own. Gisburne is unlikely to catch the boys and even if he does, they will probably just be thrashed – as Edward will thrash Matthew anyway, once he learns of his misbehaviour.

However, you could send one of your companions into the forest to track down the boys before Sir Guy runs into them.

IF YOU DECIDE TO SEND SOMEONE, MARK THEM OFF YOUR CHARACTER SHEET.

➧ 396

189

You set off immediately for Hockton. It is not far, and after skirting the village you soon find the road again and look for somewhere to set an ambush for the tax-collectors.

While you search close to the shadow of Sherwood Forest, your sight is drawn to the majestic trees on the rocky slopes. Suddenly there is a mysterious glow, which grows brighter until in its midst you discern the horned figure of Herne the Hunter.

'Robin i' the Hood. Do not be afraid to face the evil in the fire. Use the Power of Light and Darkness that is in you. Who holds the skull? Where you see one, there will be two. Bright steel and brighter spirit in turn shall overcome them.'

Herne is gone. Pondering his words, you continue your preparations for an ambush.

➧ 384

190

Your calming words have the desired effect, and the woman stops shouting. Father Cedric quickly comes to comfort her.

'Elizabeth,' he says, 'James died not in vain, but helping his friends, including Robin here. And helping to give aid to villages like ours.'

You add your memories to Elizabeth's brother to the priest's, telling her how courageous and selfless he was. Her rage soon subsides and she cries quietly for a little while. Then she looks up at you and smiles.

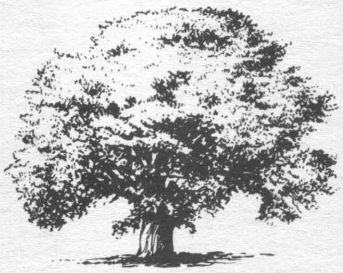
'I'm sorry, Robin,' she says. 'I didn't mean to hurt you. I just, well, forget sometimes.'

'Nothing's ever forgotten,' you reply.

DO YOU:

WANT TO GIVE HER THE WILD ROSE ▸ 289

GO ON WITH FATHER CEDRIC TO HIS HOUSE ▸ 294



191

From the sounds inside the house, you realize that the intruders are not aware of your presence. With a bit of luck you could sneak in and surprise them. You tell the others to hide in the square while you enter.

MAKE A STEALTH ROLL:

0 OR LESS ▸ 387

1 OR MORE ▸ 220

192

The sight of the weapon seems to daunt the French sorcerer and he flings out his arms, conjuring a great blast of wind and cloud of mist. By the time you reach the spot where he stood, he is gone.

You determine to return to Haxhey as soon as possible, to put an end to de Melusine's evil machinations.

➧74

193

Summoning up all your charm and wit, you explain that you are a journeyman weaver from Northampton, on guild business. The guard eyes you suspiciously.

MAKE A CHARM ROLL:

−3 OR LESS: YOU CONVINCE HIM HE IS MISTAKEN ➧106

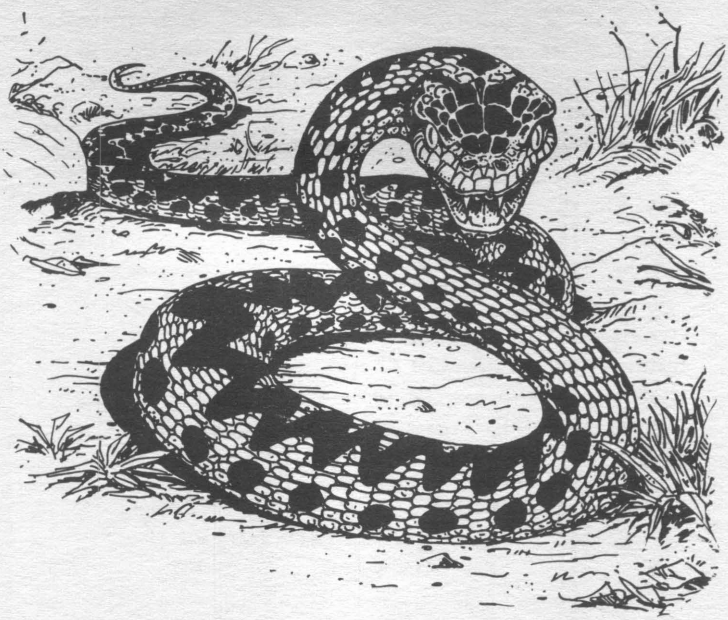
−2 OR MORE: HE DOES NOT BELIEVE YOU. YOU MUST DRAW YOUR WEAPON AND ATTACK ➧159

194

You hurriedly set about organizing the ambush on the road from London to Nottingham. Will Scarlet and Little John are to be on the other side of the road to you, and Much is stationed ahead to warn you of Sir Jean's approach. Nasir and Marion wait with you, crouched in the undergrowth.

As you are waiting, you have the idea that Nasir might be of more use perched in the branches of the trees overhanging the road, ready to jump down. You turn around and call to the Saracen, but just then Marion, with a sharp intake of breath, suddenly cries, 'Robin!'

Startled, you see she is staring at the ground just behind you . . . where a viper is coiled and preparing to



strike at your leg. You are momentarily frozen by fear. Nasir's reactions prove faster than your own, and with a blur of steel one of his daggers flies into the snake.

'This is not a good omen, Robin,' he says, shaking his head warily and stooping to make sure the snake is really dead. As he retrieves his dagger, you face a fresh choice.

DO YOU:

ABANDON THE AMBUSH BECAUSE OF THE OMEN? ▸ 112

CARRY ON AS ORIGINALLY PLANNED? ▸ 70

195

'What 'appened?' a villager asks you.

'It was a Torneshey man,' you reply. 'Jumped us and made off down that way.'

The villagers race off after their prey, leaving you to congratulate yourself on your quick thinking. You wait a minute or two to make sure all the villagers are gone, then set off stealthily back to Haxhey.

➧ 39

196

As the guard raises Albion for a blow which would surely strike you down, he suddenly stops, frozen rigid. The magical sword of Wayland gleams with a mystical light – the Power of Light which prevents it from slaying its master.

His face writhes in agony, as if the sword is burning him. He cries out as the pain grows too great for him to bear . . .

YOU DO NOT RECEIVE THE LAST WOUND STRUCK BY THE GUARD. HE IS OVERCOME.

➧ 200

197

Little John suddenly appears behind the rider and clouts him a tremendous blow with his quarterstaff.

➧ 304

198

You and your friends leave the village and make for Sherwood. The road from Nottingham to York enters Sherwood Forest and passes through it for some miles before returning to the open countryside and rough lands further north. When Sir Guy passes by, he will be on horseback and travelling fast. There are several possible courses of action. You could stretch a rope across the road and pull it up suddenly when he rides by. One of your companions suggests that you might disguise yourselves as travellers attacked by bandits, and call on Gisburne for help. You then think of a

third idea: if you all hid in trees, there would be nothing for Gisburne to spot or be suspicious about – until you came hurtling down on the end of ropes!

WHICH AMBUSH DO YOU OPT FOR:
THE TRIP-ROPE? ▸ 213
THE TRAVELLERS IN DISTRESS? ▸ 186
THE FLYING ATTACK? ▸ 232

199

You turn the brooch over in your fingers and hold it in front of Gisburne. You notice that his eyes follow the motion of the trinket, and almost seem attached to it.

When you move it away, he mutters something. You feel you are close to breaking the enchantment on the man, but this is not enough.

MAKE A HEALING ROLL:
–1 OR LESS ▸ 107
0 OR MORE ▸ 308

200

He falls to the ground and you take Albion from his lifeless hand. The farmer who brought the guard here sinks to his knees and begs for mercy.

You have no time for him, and you turn to leave. As you depart, you say, 'Remember that Robin Hood was here this day. Remember that this day he spared your life and bade Herne protect you and your family.'

DO YOU:
SEEK OUT YOUR FRIENDS? ▸ 242
LOOK FOR THE WOMAN YOU TRIED TO AID? ▸ 5

201

When you are outside the house, one of the villagers warns you that the priest's house has a back door as well as the entrance you are watching. You send a few

of the abler men round the back to keep watch. If you have any companions with you, pick one to go with them.

The sounds of bashing and tearing go on for some while, then stop. Everything goes quiet and you strain your ears.

MAKE A PERCEPTION ROLL:
−1 OR LESS ▸ 260
0 OR MORE ▸ 270

202

Aelmer takes you outside and explains about the events of today's holiday:

'You see, it's called Haxhey Ram Day because we raise a lot of sheep round here.' He shows you a birch pen in the middle of the village square. 'This lamb we've chosen as the best of the year and she'll be paraded around the village this morning by all the children.' The lamb looks beautiful and is decorated with ribbons.

'Then the men of the village play the Haxhey Hood Game against men from Elsdon, Calnestone and Torneshey. You'll see me dressed as King Boggan for that, with my six Boggans all in red to see order kept. You could join the Haxhey team if you want – it's a little short on numbers.

'In the afternoon there's a feast and then in the evening, once the sun's gone down, the fire is lit on Hoden Hill to banish the spirits from our fields and pastures.'

▸ 46

203

You run at him and he draws back: he is unused to being threatened. Just as you get close, however, you almost knock over Cerys, who is stunned with be-

wilderment at the preacher's actions. You have to thrust her out of the way and she bursts into tears. The preacher has stumbled back against one of the trees, but is gathering his wits again.

DO YOU:

CONTINUE MENACING HIM? ▸ 322
TRY TO DENOUNCE HIM? ▸ 227
RUSH FORWARD AND GRAB THE LAMB FROM HIS CLUTCHES? ▸ 388

204

You look around and see a robed and cowled figure at the back of the church. You realize with a start that it is Father Cedric, an old friend of yours.

'Why, Robin Hood! How good to see you again. It must be a couple of years since you were here last – not that we haven't heard about all your deeds, of course, you and your merry men. But what brings you here on the eve of our feast day?'

Before you can properly answer he carries on: 'You did know it was our holiday tomorrow, didn't you? Haxhey Ram Day, remember – the Parade of the Lamb, our Haxhey Hood Game against the other villages, and the fire of banishing on Hoden Hill. But why don't you stay and join in the festivities?'

DO YOU:

GO OFF AND SEEK OUT YOUR COMPANIONS TO JOIN YOU AT HAXHEY? ▸ 360
STAY WITH FATHER CEDRIC UNTIL TOMORROW? ▸ 251
GO OFF TO NOTTINGHAM TO GET MORE INFORMATION ABOUT SIR JEAN DE MELUSINE? ▸ 3

205

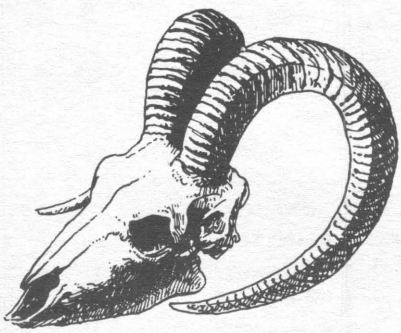
When you come to, you are dry, dazed and feeling sick. You have several broken ribs and are bruised all over. By the position of the sun in the sky you see it is the morning after your encounter with Sir Jean. The evening ceremony at Haxhey has passed and somehow you know that a terrible evil has been loosed in the world and that even now scores of villagers lie dead. You have failed Herne.

THE END

206

Aelmer seems to believe you, but feels genuinely threatened by the preacher as well. He is caught between two conflicting impulses. You see the dilemma showing on his face and you regret your hasty actions. You turn and vent your anger on the preacher who has caused this trouble.

227



207

You pound off into the trees, hoping to outflank pursuit by taking a wide route. The villagers are wise to this kind of trick, however, and there are a lot of them. Soon you can hear someone crashing through the undergrowth behind you. It doesn't take him long to catch up with you, and he launches himself in a flying tackle which brings you down.

There is more crashing in the undergrowth some way off. You must defeat this man and escape, if you are to have any chance of getting the Hood back to Haxhey.

VILLAGER:
COMBAT SKILL = 4

FIGHT HIM FOR 3 ROUNDS.

IF YOU OVERCOME HIM WITHIN 3 ROUNDS ➧ 96
IF HE OVERCOMES YOU WITHIN 3 ROUNDS ➧ 277
IF THE FIGHT LASTS MORE THAN 3 ROUNDS ➧ 13

☐☐☐

208

You set out from the camp under gloomy skies. You can trust only yourself with this mission – for only you know enough of Sir Jean's disturbing past to recognize the threat he might be. Your path takes you along woodland routes and eventually to the eaves of the forest you have made your 'castle'. At its edge you pause to survey the rural landscape of villages with their thatched roofs and square church towers, farms and fields . . . and Norman masters.

➧ 36

209

Sir Jean laughs: 'That's of no avail now. You really should learn to do things in their proper time. Then again, you won't have very much opportunity to learn anything.'

His eyes burn into yours like red-hot gimlets. You are rooted to the spot; your legs feel like two huge logs. Sir Jean spins his sword effortlessly in his hand. The last thing you see is the sword circling ever nearer . . . and then it leaps.

THE END

210

Will leans over Gisburne, who is sitting, tied very securely, against a log.

'Look 'ere, Gisburne. I don't like you. I don't like you so much that I might just tell my friends to sit on Robin while I see just how much pain you can take, before you talk.'

You gesture curtly at Will, but realize that he means it, and that your other companions are right behind you. They jump on you and you struggle, desperate to stop Will from killing Sir Guy.

➧ 343

211

The guards have overwhelmed you and struck you to the ground. They roughly bind your arms, ignoring the painful wounds you have received. Looking around, you see that all your colleagues have also been captured.

The guards stand to attention when a rider comes up the road. It is the familiar figure of Sir Guy of Gisburne.

'At last, Wolfshead,' he snarls. 'Our information appears to have been correct. Now *you*'ll hang in Nottingham, and *I*'ll be well rewarded.' He turns to

the guards. 'Well done, men. I'll see you all get a bonus this month.'

You are tied between two horses and marched off to Nottingham.

DELETE ALL POSSESSIONS FROM YOUR LISTS.

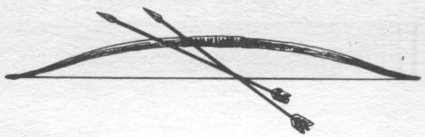
IF WILL SCARLET IS WITH THE PARTY ▸ 400
IF HE IS NOT WITH YOU ▸ 149

212

You reach the walls and towering gate of the castle and pause to consider how best to enter without being discovered. Everyone going in and out is carefully scrutinized, from villeins appearing before the court to knights visiting from other shires. The task seems hopeless, because you are so well known to Gisburne's men.

Fate lends a hand, however. From your vantage-point across the square, you can see through the gate and into the courtyard. There, surely, is Sir Jean, immediately recognizable from the descriptions others have given you. His clothing is rich – fur, samite and silk – and glints with gold adornments. He is talking to two men, who are armed and armoured like men-at-arms. They mount steeds dressed in the heraldic colours of Melusine and are about to ride off, when Sir Jean suddenly looks up and stares in your direction.

CHECK YOUR SPECIAL POSSESSIONS. IF YOU HAVE THE GOLD FLEECE BROOCH OR IVORY DISC WITH YOU ▸ 317
IF NOT, MAKE A DISGUISE ROLL:
  −1 OR LESS ▸ 172
  0 OR MORE ▸ 317
OR USE A POINT OF POWER ▸ 172



213

You don't know how much time you have before Gisburne is expected, so you hurry to prepare the ambush. You must work out who will hold the rope and who stays free to attack Sir Guy once he is unhorsed.

AT LEAST TWO CHARACTERS MUST HOLD THE ROPE. NOTE WITH AN 'R' ON YOUR CHARACTER SHEET WHO HOLDS THE ROPE. ALSO NOTE WHETHER YOU ARE HOLDING THE ROPE YOURSELF.

You patiently sit and wait, and remind your companions that your aim is to capture Gisburne or at least stop him from passing deeper into Sherwood. While you wait, an old man driving a mule-cart approaches. Fortunately the beast steps over the rope concealed beneath leaf mould and the cart only rattles slightly.

Eventually your watch is rewarded by the sight of Gisburne, on a dappled grey steed, galloping along at full tilt and intent on passing through the forest as swiftly as possible. Now all you need is split-second timing and the luck of Herne's son!

171

214

You take your leave of the villagers, and prepare to go. While the others are gathering their things together, you go over to the little church and step inside. Father Cedric is in the middle of his service, so you simply mouth a silent 'goodbye'. He smiles back and nods, and you depart.

You rejoin the others and are about to leave when a woman comes running into the village square. It is Alison, Edward of Wickham's wife.

113

215

After a couple of miles, you ride back into the leafy forest and search for your friends. It doesn't take long to find the trail, which is marked by subtle signs, and soon you are with them again and sharing a refreshing mug of apple wine.

'So, what now?' asks Little John.

'I don't like the sound of this Frenchman,' says Much. 'I think we ought to try to ambush him. That'll stop whatever he's up to.'

'Or we could go to Haxhey,' says Tuck. 'It's not far from here, and didn't Ellen tell us that Sir Jean wanted to go there for some reason?'

DO YOU:

GO TO HAXHEY WITH YOUR FRIENDS? ▸ 116

START SETTING UP AN AMBUSH FOR SIR JEAN? ▸ 2

216

You try dangling the silver cross in front of Gisburne so that the reflections glitter into his eyes. His glazed look remains, however, and you cannot pierce its veil.

DO YOU:

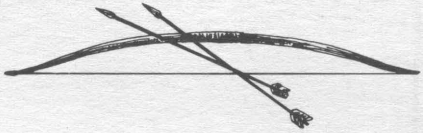
GIVE UP? ▸ 308

TRY SOMETHING ELSE? ▸ 170 AND PICK ANOTHER OPTION

217

The storm beats more fiercely than ever and you are suddenly picked up by a gust and slammed against a tree. The force of the blow is incredible and pain lances through you.

▸ 205



218

You arrive back in Haxhey in the early evening. You hand over the silver to Aelmer, the headman of the village. He thanks you and says, 'I'm sorry I wasn't here to greet you earlier, Robin, but we've been collecting wood for the bonfire and setting it on Hoden Hill ready for tomorrow. Why don't you come in for some of my wife's lovely mutton hotpot. We can all afford to eat a little better now, thanks to you.'

After the excellent meal, he sees to the redistribution of the tax money, leaving you to swap tales around the fireside.

▶ 161

219

You sprint away from the two men and pursue the Hood-carrier. Although he is a fine runner, he can't evade you for long, and you catch up with him as he is racing along a narrow defile. You take a flying leap from the slope above him and crash into his back, knocking him to the ground. Now you'll have to wrestle him for the Hood.

HOOD-CARRIER:
COMBAT SKILL = 3

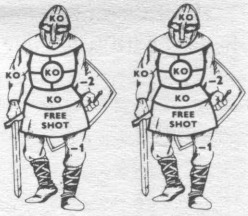
YOU HAVE JUST GIVEN THE MAN 2 WOUNDS TO THE BODY.
FIGHT HIM FOR 3 ROUNDS.

IF YOU OVERCOME HIM, OR INFLICT 2 ARM WOUNDS ▶ 306
IF NOT ▶ 13

220

The two guards notice you and attack. To start off with, only the closest one can attack you because of the confined space.

GUARDS:
COMBAT SKILL = 5 EACH



☐☐☐

After three rounds or as soon as you have overcome the first guard (whichever is soonest), the second guard has enough room to join the attack. If the first guard has not been overcome, see the rules on fighting more than one opponent.

IF YOU ARE OVERCOME ▶ 240
IF YOU OVERCOME BOTH THE GUARDS ▶ 339

221

You arrive breathless at the top of the hill and find the bonfire lit and the villagers waiting expectantly. They look very solemn, and you begin to wonder whether you'll be able to convince them of the deadly danger they are in. And even if you can convince them, there's little they'll be able to do except flee. As you stand a little way from the circle of villagers, the towering form of the Black Ram arrives up the path. It walks up to the bonfire and begins to intone some words in Latin. The voice sounds remarkably like Father Cedric's, and you must be the only one on the top of the hill not fooled by it.

Choosing your moment with care, you push through the reverent villagers, and draw your weapon.

▶ 111

222

You wander alone in the forest as the sun sets and casts fading red light through the branches, criss-crossing the floor of the wood with the shadows of tree-trunks. Darkness comes and the stars rise up like necklaces draped across the deep blue of the sky. You walk past streams, rocks, mossy ancient trees and glades of greensward, but there is no sign of Herne.

As you stare glumly at the reflection of the moon in a pool of still water, a horned figure appears, silhouetted against the great silver disc. At first you think it is Herne, but when you look up, you see that the black-cloaked shape has the curling horns of a huge ram. Suddenly it raises its arms as if to strike at you or hurl some deathly missile; the moon turns a terrible red colour and you collapse unconscious.

➧ 365

223

Your trick fails. Gisburne's dagger slices at your neck and leaves a slick trail of blood. Then he vaults on to the horse. He drags you across the saddle in front of him with a massive heave and then urges his horse to gallop on.

As you speed in the direction of Nottingham, you hear a faint cry behind you, fading rapidly: 'Robin!'

▸ 400

224

You soon find their trail near one of your camp-sites. After an hour and a half you find them on a forest path: they are looking for you! After swapping tales and information, you discuss what to do next.

IF WILL SCARLET IS WITH YOU NOW ▸ 81
IF NOT, YOU DECIDE TO RETURN TO HAXHEY IMMEDIATELY WITH YOUR COMRADES ▸ 130

225

You can only remember seeing the five men who are lying here on the ground. Little John adds:

'Well, I think we got them all, Robin. We'd have seen anyone trying to get away.'

Convinced that your prey has escaped you, you can only go on to Haxhey before the evening draws in.

▸ 348

226

It isn't long before a body of Haxhey men return to the village. From their downcast features it is obvious that one of the other villages has won the game and will be looking after the Hood until next year's Ram Day.

'Who won?' the men are repeatedly asked.

'It were Calnestone. That Arnulf the Tanner, he fought like he were possessed. And he's no weakling, that's for sure.'

Despite the disappointment of losing the Hood Game, the villagers are looking forward to the feast, which lasts all afternoon, right up until the Fire of Banishment in the evening. You join your companions, and you all hurry to take your places at the tables.

279

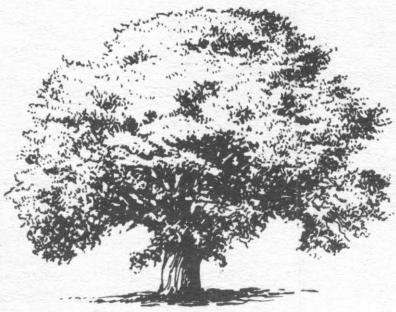
227

'Your words slander the good name of this village. To come here at a time of celebration and utter curses! You twist the meaning of this simple festival in your fevered imagination and see demons where there are only angels.'

You reach out for Cerys, who looks positively cherubic, although a little upset at the loss of her lamb. With a comforting hand on her arm, you turn back to the preacher.

'Serpent!' he cries, then addresses the people of Haxhey: 'This is your last chance to repent!' His voice is strained and high-pitched, and no one pays any attention to his rantings. Suddenly he turns and strides off erratically, muttering and screeching alternately: 'Doomed! Doomed! Ye're all doomed!'

335



228

Your first shot takes the Boggans utterly by surprise. You catch one in the chest, killing him instantly. The other looks round urgently, then picks up his club and races towards you.

YOU WILL HAVE TIME FOR TWO SHOTS AT HIM BEFORE HE REACHES YOU. ALTERNATIVELY, YOU MAY TAKE ONE SHOT, THEN DRAW YOUR SWORD. OTHERWISE YOU WILL HAVE TO DROP YOUR BOW AND FIGHT HIM BARE-HANDED. THE FIRST SHOT WILL BE AT RANGE NUMBER = 3, THE SECOND (IF YOU DECIDE TO TAKE IT) AT RANGE NUMBER = 2.

IF YOU HAVE TO FIGHT THE BOGGAN HAND-TO-HAND, HE HAS COMBAT SKILL = 5.

IF YOU OVERCOME THE BOGGAN ▸ 389
IF THE BOGGAN OVERCOMES YOU ▸ 277

229

You leave the forest and, once more in rural countryside, you ride down the road to Haxhey. James, a former companion, came from this village and was returned here to be buried. You stop outside the tiny

church, originally built by the Saxons, and tie your mount to a well-worn tethering-post. The door, as always stands ajar, so you go inside and kneel before the bare stone altar. After honouring the memory of your former companion, you are aware that someone has entered the church behind you.

▶ 204

230

As you start to clamber up, you are suddenly stopped by a pricking at the back of your neck. You turn slowly and see that it is caused by the point of a sword – a long, ornate sword, held by a tall, saturnine man.

His black cloak is clasped across a red and gold tunic by a brooch shaped like a golden fleece. Your assailant is none other than Sir Jean de Melusine.

There seems to be nothing you can do – except, perhaps, surprise him with your speed when he least expects it. But is now the right time?

DO YOU:

DRAW YOUR WEAPON IMMEDIATELY AND ATTACK?

IF YOU HAVE ALBION ▶ 298

IF NOT ▶ 345

WAIT AND SEE WHAT SIR JEAN DOES ▶ 362

231

Somewhat lost in thought, you thread your way through the streets of Nottingham back towards the gate. You realize with a start that people are drawing out of the way. Looking up, you see a group of mounted guards making their way through the town. They force the townsfolk aside to herd a batch of prisoners through. As they go by, you recognize them as some bandits you chased out of Sherwood Forest recently.

Then, in the rear, comes Sir Guy of Gisburne, looking decidedly pleased with himself. You are unfortunately placed in the fore of the pressing crowd and his gaze sweeps over you. You hold your breath and hope that he does not recognize you . . .

MAKE A DISGUISE ROLL:
1 OR LESS ▸ 23
2 OR MORE ▸ 68

232

Your friends have two ropes between them. If you also have a rope, up to three of you can swing from the trees.

MARK THE COMPANIONS LISTED ON YOUR CHARACTER SHEET (AND YOURSELF IF NECESSARY) AS FOLLOWS:
H = HIGH ROPE
M = MIDDLE ROPE
L = LOW ROPE

The others stay on the ground, waiting expectantly. The wait proves a long one, but eventually your perseverance pays off and you see the richly cloaked and mailed figure of Sir Guy of Gisburne galloping along towards you. With a cry to the others, you leap out at him.

IF YOU ARE:
ON THE GROUND ▸ 34
ON THE LOW ROPE ▸ 282
ON THE MIDDLE ROPE ▸ 254
ON THE HIGH ROPE ▸ 84

233

'Robin, you must know I cannot help ye. I'm a man of the cloth, I have to live with my conscience and I respect my superiors, whoever they be. I shall just have

to help the villagers as best I can.' Not wanting to stretch the bonds of friendship further, you take your leave of Father Cedric.

DO YOU:

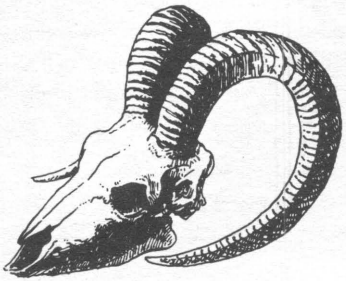
ABANDON THE IDEA OF ATTACKING THE TAX-COLLECTORS AND STAY IN THE VILLAGE? ▸150

SEEK OUT SOME OTHER VILLAGER TO HELP YOU FIND THE ABBOT'S MEN? ▸51

234

A figure has been hanged from a broad horizontal branch of an old oak. It is a man – a rich man, to judge from his apparel. Suddenly, you realize who it is hanging from the tree: the mail, the blue cloak, the mop of limp hair the colour of straw . . .

▸32



235

The silver cross seems to catch the firelight, focus it and hurl it back into Sir Jean's face. He cowers for a moment, stunned. You seize your momentary advantage, ready your sword and strike. Sir Jean defends only feebly: you smash through his parry and catch him on the shoulder. He pitches back on to the ground. He clutches the shoulder as if to try to stem the flood of blood, and turns eyes full of fury on you.

▸126

236

Marion, having gathered her wits, starts her tale: 'When I got to the gates, a group of Sir Jean de Melusine's soldiers were there, escorting him on his business. Having reached the town, he had stopped at the gates, where he was expecting a proper reception. But from what I could overhear the guards saying, he was early and had arrived completely unheralded. His men blocked the gates, until Gisburne arrived and tried to placate his guest.' Marion pauses to draw breath, and giggles. Evidently Gisburne had been his usual incompetent self in matters of diplomacy and manners.

'While Gisburne was trying to sort out the arrangements, I managed to mingle with the small crowd of folk who had gathered on this side of the gate, unable to pass through. Then by some ill fortune I snagged my head-scarf on the side of a cart and it pulled off, just as Gisburne looked round. He recognized me instantly, and my heart leaped into my mouth. I don't think he believed it himself for a moment! Then he cried out and I dived under the horses Sir Jean's company were riding . . .'

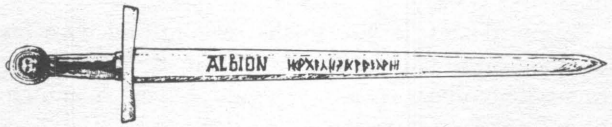
IF YOU HAVE THE GOLD FLEECE BROOCH ▸ 376
IF NOT ▸ 134

237

You peer over the edge of the dell. Down at the bottom are four figures. Two of them, villagers by the look of them, are sprawled on the ground, obviously dead. The men standing over them are lacing up their clothes – the distinctive red garb of Boggans.

DO YOU:

SHOOT THE BOGGANS WITH YOUR BOW? ▸ 228
NOCK AN ARROW TO YOUR BOW AND CHALLENGE THE PAIR? ▸ 346
ATTACK WITH YOUR SWORD ▸ 303



238

Tuck tries to reason with the malicious preacher: 'By St Thomas, Brother, you know not what you say. These folk are good and mindful of the Lord above. They do not worship any false gods.'

The preacher puts down the lamb, but turns upon Tuck: 'Fie upon ye, hedge priest! How can ye defend these renegades and heretics? Unless ye be one of them yourself. For I know of monks who've consorted with devils and demons . . .'

The preacher's words fan your anger, especially when you remember Tuck's help in defeating Morgwyn of Ravenscar, the Hounds of Lucifer and the evil Baron de Bellême.

DO YOU:

INTERVENE IN THE ARGUMENT? ▸ 227
THREATEN THE PREACHER YOURSELF? ▸ 322
LET TUCK CONTINUE? ▸ 278

239

You pick yourself up gingerly and check for injuries. Though you feel as if every bone in your body is broken, it seems that it's mostly bruising. The villagers certainly take their game seriously, and you wonder how many people get killed in this free-for-all, and how many old scores are settled.

It is unlikely that you could catch up again, and even if you do, you're not sure you want to be trampled again. The best idea seems to be to return to Haxhey.

▸ 17

240

The guard knocks you to the ground and with his companion flees from the rear of the house into the night. The others rush to your aid, having overcome their fear of the intruders.

You must rest the night in Haxhey unless you can recover at least one wound inflicted by the guards. If you have recovered sufficiently, you think about chasing after the guards.

DO YOU:

STAY THE NIGHT IN HAXHEY? ▸ 290
PURSUE THE VILLAINOUS SOLDIERS? ▸ 280

241

You shut the door to prevent Sir Jean's men from sneaking in, then turn to Father Cedric. He looks at you despondently, and says, 'That's the only door, Robin. And the windows are too high up and too narrow to get through. It looks as though they've stopped the ceremony from taking place.'

You search the tiny building, but Father Cedric is right. Suddenly an idea strikes you, and you point at the corner.

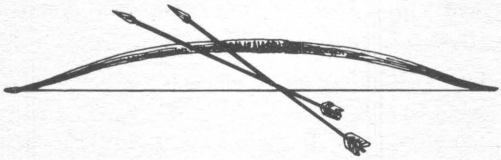
'What?' asks Father Cedric. 'Oh, I see. The bell-rope! I'd forgotten about that. It must be fifteen years since we had a bell to ring!'

This is better news than you had hoped for. You might be able to climb the rope, haul up the Black Ram and then help Father Cedric. The thatched roof nestles close to the slope at the back and should not be too hard to negotiate, even in the dark.

DO YOU:

STAY IN THE CHURCH? ➧ 35

ATTEMPT TO LEAVE VIA THE BELL-ROPE? ➧ 271



242

You return to the forest and pass through its leafy glades, seeking inspiration.

Some time later you pause beside a flower-laden pool, which is shaded by tall rocks. Suddenly, a stone flies from the top of the small rock cliff and plops into the pool. You look up and, to your great surprise and joy, see Much. You wave and shout a greeting and he comes bounding down the rocks enthusiastically.

Much leads you back to the others' camp. Once there you realize how much time has passed and decide to press on at once in search of the newcomer to Nottingham and Sherwood, Sir Jean de Melusine. Perhaps your old friend Warin at Fenigley has some information for you.

➧ 165

243

MAKE A HEALING ROLL. YOU MUST DO THIS WITH YOUR OWN HEALING SKILL: NO ONE ELSE CAN HELP IN TIME.

IF YOU FAIL TO HEAL ANY WOUNDS, LOSE 1 POINT OF POWER:

The person remains badly injured and cannot be helped further. If it is one of your companions, remove him from the list: he is too ill to carry on. If it is a village man, he later dies.

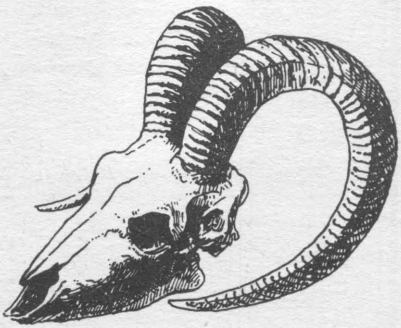
IF YOU HEAL 1 TO 3 WOUNDS:

He begins to recover. If he is one of your companions, remove him from your list: he will be too ill to help further.

IF YOU HEAL 4 WOUNDS:

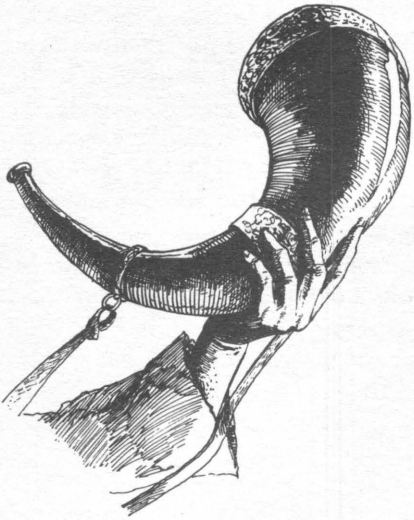
He recovers by morning, and you can safely leave him and pursue the villains who perpetrated this foul deed, if you wish.

IF YOU FOLLOW THE SOLDIERS ▸ 280
IF YOU STAY IN HAXHEY ▸ 290



244

In the morning you awaken and see how Father Cedric is. Aelmer's wife tends him, but he waves her away to speak to you.



'Robin, here,' he says, still a little feeble after his encounter last night. He takes something from beneath the coverlet. 'Take this. It is the horn of Cernunnos. I'm sure it's what those men were after: I thought I heard one of them mutter *"La corne"*, which means horn in French. It'll be safer if you have it; only make sure you bring it to Hoden Hill this evening.'

ADD THE HORN OF CERNUNNOS TO YOUR SPECIAL POSSESSIONS.

IF YOUR COMPANIONS ARE WITH YOU ▸ 155
IF YOU ARE ALONE ▸ 16

245

The guard is bowled over. This is your chance to escape!

You pull at Father Cedric's robe and dash out into the night. As the priest totters behind you under the weight of the Black Ram, he staggers and trips, then falls crashing to the ground. You feel a tug at your sleeve and realize you are being shot at. Sir Jean has more crossbowmen concealed outside the church! Only the bulk of Father Cedric's enveloping robes under the Black Ram's skull has saved you, but the priest has been struck by a barrage and lies silent and unmoving.

You tear on into the trees, unable to help Father Cedric now. Once concealed, you look back and see Sir Jean stripping the cloak from him, while his men spread out and search for you. There is only one thing to do – try to make your way to the top of Hoden Hill before the Frenchman, and warn the villagers.

▶ 221

246

There is no sign of Sir Guy, although one of the others comes across his bright blue cloak, discarded to assist in his concealment. However, you have his horse and he will not be able to go on to St Mary's today – or meet Matthew and the other boys from Wickham.

Rejoining the others at the road, you mount Sir Guy's fine steed and ride to find the young renegades.

▶ 93

247

REMOVE WILL SCARLET FROM YOUR LIST OF COMPANIONS.

The next day, Marion insists that she go off to Nottingham to find out more about the visiting of-

ficial, and you reluctantly agree. The band accompanies her to the Nottingham road and see her off, disguised as a dairy-maid. Then you break open a flagon of cider and wait with the others until she returns.

▸ 187

248

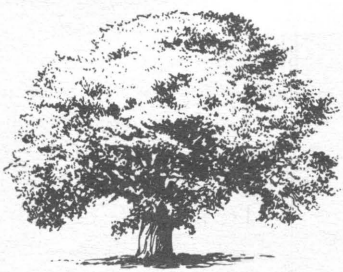
You enter into combat with the nearest guard by striking first. He has a Combat skill of 5 and on this initial Free Strike cannot inflict any wounds on you.

AFTER RESOLVING THIS FIRST BLOW ▸ 220 AND MARK ANY WOUNDS YOU INFLICT ON HIM.

249

The two men just laugh and bar your way. Behind them, the Hood-carrier disappears over the crest of a small rise. As you glare at the Elsdon heavies, you hear a crashing noise behind you.

▸ 13



250

The spectacular blow sends Gisburne down like a felled log. Soon all your friends are around, helping you and ensuring that Gisburne cannot escape.

▸ 398

251

Father Cedric invites you back to his meagre dwelling to spend the night. All around you the villagers are busy decorating their huts with bowers and blossom. Goodwives are readying tables and the delicious smell of cakes and bread baking wafts from inside some of the small houses. Not everyone is in a good mood, however.

In the middle of the village is a small pen built of fresh birch wands and hung about with catkins and primroses. You stop to look inside the pen and see a beautiful young lamb decorated with ribbons.

'That's for the parade tomorrow,' explains Father Cedric.

As you are about to go on to Cedric's house, a call stops you. You turn to see a woman; she is evidently angry about something . . .

➧ 33

252

The bearded man recovers enough to speak and, with a dagger at his throat, is only too willing.

'Oh, God! I'm sorry! I didn't want to harm the old man, but he makes us – we daren't go agin him.' He mutters an oath and you press him to continue, asking him who he serves and why he was sent here.

'De Melusine. Sir Jean de Melusine. He's our master. Oh, God, he'll kill me if he finds out I've told you . . . He sent us to get a skull and a horn. That's what he said. The skull of the Black Ram and the horn of Cernunnos, curled and bound in silver.' He points to the ground near by and you see the horn.

The wife of the headman Aelmer appears with Father Cedric, who looks haggard and drawn. He wordlessly picks up the horn and turns it slowly in his hands. Then he hands it to you.

'You'd better look after this, Robin. They nearly got it off me. But the skull is better protected.'

After dealing with the guard, you feel exhausted and make ready a bed of furs in Cedric's main room. Aelmer's wife has a Healing ability score of 9 and will aid you if no one better is present.

ADD THE HORN OF CERNUNNOS TO YOUR LIST OF SPECIAL POSSESSIONS.

You dare not jeopardize the village by keeping the guard prisoner.

DO YOU:

SLAY THE TREACHEROUS GUARD? ▸ 361
SET HIM FREE TO RETURN EMPTY-HANDED TO HIS MASTER? ▸ 46

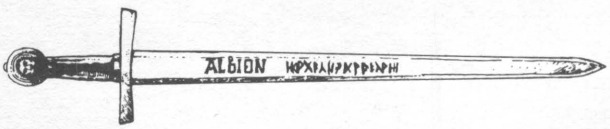
253

Unfortunately, you've drunk a little too much of the goodwife's ale and your singing voice is rough and off key. The villagers are beginning to regret having asked you to sing, when something heavy bumps against the door. You stop singing, walk to the door and open it. There, collapsed on the step, lies Father Cedric. An ugly wound across his forehead is bleeding. You realize that he must have staggered across from his house.

Aelmer's wife drops to Cedric's side to tend to him, while you call the others and run across to the priest's house. Quite a few of the villagers come with you.

DO YOU:

RUN INTO FATHER CEDRIC'S HOUSE TO TRY TO SURPRISE HIS ATTACKERS? ▸ 191
WAIT OUTSIDE FOR THEM TO EMERGE, THEN AMBUSH THEM? ▸ 201



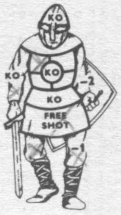
254

You swing down, aiming to catch Sir Guy on his left side and knock him from his horse. You swoop elegantly through the air directly towards him, but at the last second he sees your flying form and deftly twists his mount. Your feet strike the rear quarters of the horse and you have to let go of the rope and roll over into the undergrowth.

When you regain your footing, you see your friends stumbling around or lying senseless, their attempts at rope-swinging even more hapless than your own. Gisburne, however, was forced to dismount by your swipe at his steed; he rushes up and attacks you.

SIR GUY OF GISBURNE:
COMBAT SKILL = 9

BEFORE YOU CAN STRIKE, SIR GUY GETS A FREE STRIKE AGAINST YOU. THE COMPANION ON THE HIGH ROPE (IF ANY) AND ONE OTHER OF YOUR COMPANIONS ARE INJURED IN THE SWINGS AND CHARGES. DELETE THEM FROM YOUR CHARACTER SHEET, AS THEY MUST RETURN TO CAMP.



IF GISBURNE OVERCOMES YOU WITHIN 8 ROUNDS ▶ 323
IF YOU OVERCOME HIM WITHIN 8 ROUNDS ▶ 250
IF THE FIGHT LASTS MORE THAN 8 ROUNDS ▶ 274

255

If you took a wound in the body during the fight, it means that the farmer dealt you a heavy blow across the back with his staff.

DELETE ANY ONE ITEM, OTHER THAN A HORSE, FROM YOUR LIST OF POSSESSIONS.

You turn to the woman, who is somewhat recovered. She says, 'Oh, thank you, sir. Thank you indeed, by the grace of Our Lady, for saving me.' She stops briefly, then carries on: 'My name is Ellen, sir. I am trying to flee from the Sheriff and his men, from Nottingham Castle. Do you know any of the outlaws of Sherwood Forest? For I must try to reach them, and speak with the Lady Marion.'

You laugh and introduce yourself. Ellen laughs too, and is very grateful.

IF YOU TOOK NO WOUND FIGHTING THE FARMERS, YOU CAN GO ON IMMEDIATELY ▸ 79
IF YOU TOOK ANY WOUNDS, YOU WILL HAVE TO HEAL ELLEN BEFORE YOU ARE BOTH STRONG ENOUGH TO GO ON.

MAKE A HEALING ROLL:
3 OR LESS ▸ 79
4 OR MORE ▸ 370

256

Sir Jean laughs maniacally as he swings his jewelled sword at you. He wields the blade as if it were no more than a wand of willow, yet the blows you parry feel like those of a giant.

Then, as your blades meet with a crash of steel, your sword snaps clean in two, and the force of the blow numbs your arm. Weaponless, you bravely face Sir Jean. 'Herne protect me!' you cry.

▸ 209

257

You return to Haxhey and notice, to your surprise, a few unhappy faces among the villagers who are putting the finishing touches to the floral decorations for tomorrow's festival. One woman has a bruised face, but turns away and hides it from you. You hurry to Father Cedric's dwelling after asking a man carrying a lamb where he might be found.

➧ 294

258

Looking into the dell, you see two Boggans bending over the inert bodies of two villagers, who are clearly dead. The Boggans straighten up, then turn to look straight at you. Somehow they have detected your presence.

DO YOU:

DRAW YOUR SWORD AND ADVANCE? ➧ 82
RUN OFF AS FAST AS YOU CAN? ➧ 64

259

Outside the church you meet an old friend, Father Cedric, the priest of this village. His arms are full of blossom-laden branches, which he drops in surprise when he recognizes you.

'Well bless my soul!' he exclaims. 'Robin Hood! How good to see you again. And on such an auspicious day – we're all busy getting ready for tomorrow.'

He continues chattering while he collects up the scattered branches. He realizes that you aren't completely aware of what's happening.

'Haxhey Ram Day tomorrow – that's our feast day. Sort of holiday.' He grunts as he unbends from picking up his flowers. 'There's the Parade of the Lamb in the morning, then the Hood Game and in the evening the Fire of Banishing is lit on Hoden Hill. But I'm sure you'll stay, won't you?'

DO YOU:

STAY WITH FATHER CEDRIC FOR THE CELEBRATIONS TOMORROW? ➧ 130

GO OFF AND TRY TO SET AN AMBUSH FOR SIR JEAN ON THE NOTTINGHAM ROAD? ➧ 2

DISGUISE YOURSELF AND GO TO NOTTINGHAM ALONE TO LEARN MORE ABOUT SIR JEAN DE MELUSINE? ➧ 3

260

You sense that the soldiers are leaving by the rear door, and you sprint round the house, trusty longbow in hand. Around the back, the others you sent around here to watch are now huddling in some bushes, and the guards are attacking them. You snap an arrow on to your bow and fire at the guard closest to you.

MAKE A RANGED COMBAT ROLL:

RANGE NUMBER = 4

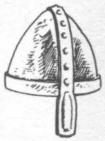
NOTE ANY WOUNDS YOU INFLICT ON HIM ➧ 220

261

The rope springs up from the road into Sir Guy's path and catches his horse full across its chest. Now all you have to do is hold on!

ROLL ONE DIE FOR EACH PERSON YOU HAVE MARKED AS HOLDING THE ROPE (INCLUDING YOURSELF, IF YOU CHOSE TO HOLD). IF LITTLE JOHN WAS HOLDING THE ROPE, ADD THREE TO HIS DIE ROLL. ADD UP THE RESULT: IF THE SCORE IS:

11 OR LESS ▶ 358
12 OR MORE ▶ 57



262

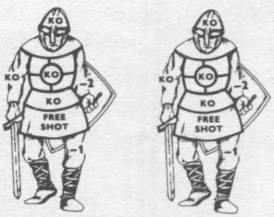
When you charge the guards, they withdraw slightly, so that you must step outside the narrow confines of the church. Behind you, Father Cedric cries out: 'Heaven forbid! Robin! Strike them not in my church!'

You heed his words, but in pursuing the men you have crossed the threshold anyway. Outside, night has truly fallen and an eerie mist has arisen too. The other buildings of the village are shrouded in foggy wisps.

'*Pour le seigneur*!' the guards cry, and assault you.

GUARDS:
COMBAT SKILL = 4
EACH

YOU MUST FIGHT THESE TWO MEN TOGETHER (SEE RULES FOR FIGHTING MORE THAN ONE OPPONENT) OR USE A POINT OF POWER.



☐☐☐☐

IF YOU OVERCOME BOTH THE GUARDS WITHIN 4 ROUNDS ➧ 45

IF YOU ARE OVERCOME BY THEM WITHIN 4 ROUNDS ➧ 58

IF YOU USE A POINT OF POWER ➧ 69

IF THE FIGHT LASTS MORE THAN 4 ROUNDS ➧ 91

263

You fight Will.

WILL SCARLET:

COMBAT SKILL = 9

☐☐☐☐

IF YOU OVERCOME WILL OR IF THE FIGHT LASTS MORE THAN 5 ROUNDS:

He swears at you and runs off into the forest. You realize that both of you lost your tempers and you feel sure that it is only his pride that is wounded now. Will has stomped off in a huff before, and will likely be back in the morning.

➧ 247

IF WILL OVERCOMES YOU:

Will has disarmed you. The fight was not in deadly earnest, and you may erase up to two wounds in every Wound area. However, you feel downcast, as though Will has proved his point and you really are out of sorts. Perhaps you could visit Herne, who has adopted you as his son: he may know more of these events, which have seemingly turned everything against you. Or it may simply be that you are tired and need a good night's sleep.

DO YOU:

SEEK OUT HERNE IN SHERWOOD? ➧ 222

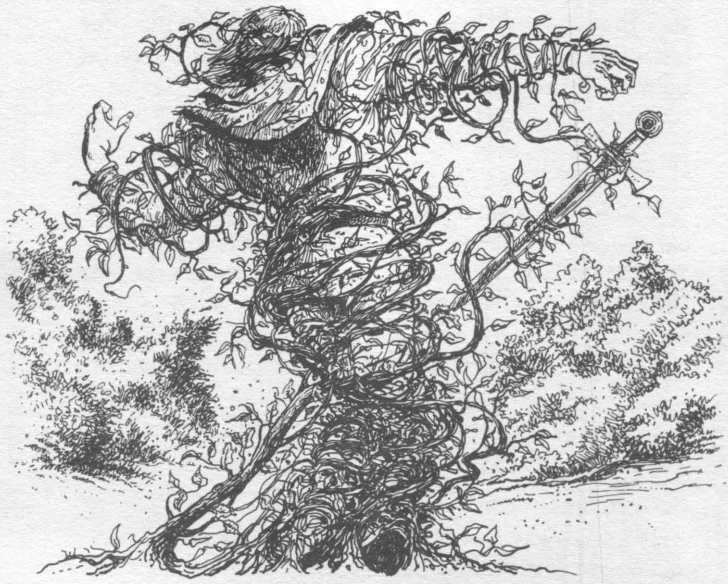
AWAIT THE NEW DAY AND SEE WHAT IT BRINGS? ➧ 325

264

When you take out the ivory disc, the storm reaches the height of its ferocity. The winds tug and lash you, and there is no sign of Sir Jean.

Even as you watch, the disc jumps from your hand, spinning like a demented bone tossed by gambling skeletons. The last you see of it is a glimpse of the five interwoven branches on its faces; then it falls to the ground. There is a crackling sound and the wind starts to drop.

You go to attack the French sorcerer, only to find your legs pinned by something. You look down and see five sturdy branches snaking up at an incredible rate; they spiral tightly around you and hold you in their leafy grasp. Soon you are totally enclosed in a prison of living greenery.



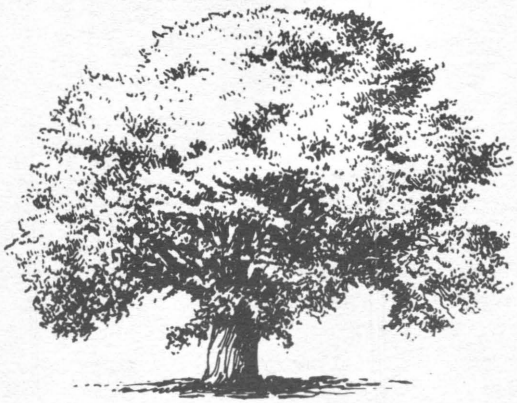
The wind dies away completely and Sir Jean speaks from behind you: 'Perhaps this will teach you a lesson, Robin Hood. They told me you like dressing in green!' He laughs maliciously and strikes you upon the head.

DELETE IVORY DISC FROM LIST OF POSSESSIONS

MAKE A HEALING ROLL:

1 OR LESS ▶ 104

2 OR MORE ▶ 205



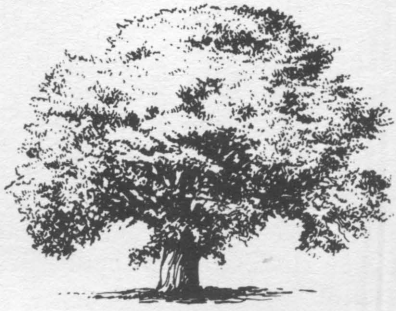
265

You and your comrades-in-arms position yourselves on either side of the hedgerows which top the banks of a narrow lane. You have both longbow and sword to hand and await Much's call from up ahead, to indicate the approach of Sir Jean and his men.

A couple of hours pass uneventfully. Then there is a cry from Much. But it is not the disguised signal call you expected – it is a simple cry of alarm. You look round frantically and see the Sheriff's troops stalking across the fields towards you. When they realize that you are alerted, they charge. There is nowhere to hide or to run to: you must stand and fight. Two guards come at you:

GUARDS:
COMBAT SKILL = 4
EACH

YOU MAY CHOOSE TO FIGHT THIS COMBAT NORMALLY:
IF YOU ARE OVERCOME WITHIN 8 ROUNDS ➧ 211
IF YOU OVERCOME THEM BOTH WITHIN 8 ROUNDS ➧ 367
IF THE COMBAT LASTS MORE THAN 8 ROUNDS ➧ 314
OR YOU CAN USE A POINT OF POWER ➧ 367

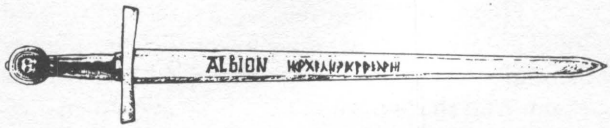


266

'Fire is my servant now, Wolfshead, and all that is mine can be made a channel for its power. You were a fool to thieve from me!'

Sir Jean raises his arms, and you are suddenly aware of something small and exceedingly hot close to your body. You scream as the heat rises. The red-hot talisman burns its way through to your skin and agony overwhelms you.

THE END



267

You think hard and realize what was nagging you – the sacks of grain in the monk's cart. Surely they couldn't have been as heavy to move as he made out? Unless . . .

You race back down the path to the cart and stop the monk, who looks even more frightened than before. You clamber up on to the cart and heave at the sacks, feeling their suspicious weight. You untie one and upend it. Out comes a flood of grain – and, in the middle of it, another bag of silver.

Each sack yields another bag. You laugh and hand them to your companions to carry, then slap the terrified monk and send him on his way.

You travel back to Haxhey through the villages of Hockton and Calnestone. There you deliver their taxes back to the surprised and delighted village elders, although some mutter that it'll bring no good. It is dark by the time you are back on the Haxhey road.

GAIN 1 POINT OF POWER

268

There is a glint from among the oak trees, like sunlight on bright metal. Unfortunately you can see no more, as leafy branches obscure your line of sight.

DO YOU:

INVESTIGATE THE GROVE OF OAKS? ➧ 234

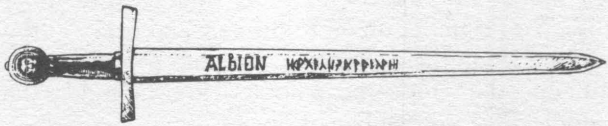
IGNORE THE DISTRACTION AND PUSH ON TO HAXHEY? ➧ 74

269

'Robin Hood, eh?' the farmer replies. 'Well, I've 'eard a lot of good said about you. You've done us ordinary folk more favours than the Sheriff has, that's for certain. And that girl didn't seem to 'ave stolen anything, so I s'pose she might as well be left alone. No, you're right, we've no quarrel with you.' He turns to his friend. 'Come on, Ralph. May Herne protect you, Robin.'

The farmers stride off. When you turn to the woman, you see that she has fainted.

➧ 301



270

Only when cries of alarm and then screams of pain echo from behind the house do you realize that the guards have evaded you.

You run as fast as possible to the back of Cedric's house, where you see a sprawled figure among cowering villagers.

'Two soldiers,' he explains. 'They just burst out t'house and rushed us, afore we could do anything, a-wielding their swords like devils.'

IF YOU SENT A COMPANION TO WATCH, HE HAS BEEN STRUCK DOWN AND BADLY WOUNDED. IF NOT, IT IS ONE OF THE VILLAGERS WHO LIES BLEEDING.

DO YOU:

STOP AND TRY TO HEAL THE VICTIM? ▸ 243
PURSUE THE GUARDS INTO THE NIGHT? ▸ 280

271

You climb the rope swiftly and surely, and emerge through a hole on to the roof beside the little bell-tower. Father Cedric stands on a bench and hands the Black Ram to you, then he himself starts to climb. Under your instruction, he has tied himself to the bell-rope and a combination of your heaving and his persistence brings him to join you before too long.

You cautiously advance to the edge of the roof and look at the drop. It is only a few feet, but you *must* be quiet as church mice. You leap to a patch of thick grass and land without a noise. Father Cedric follows down the roof, but slips and drops the bundle. It tumbles with a clatter down to the eaves and falls to the ground.

You hear shouts from behind the church and see Father Cedric totter and fall as a number of crossbow bolts whine and tear into him. A man runs around the building before you can find and grab the Black Ram's skull and you are forced to hide among the trees, while Sir Jean's men hand him their prize. There is only one thing to do – try to make your way to the top of Hoden Hill before the Frenchman, and warn the villagers.

▸ 221

272

Just after you fire the arrow, you stumble over something and fall. An evil laugh drifts back across the open field from the rider, but it is cut short by a yelp of pain.

A warm, sticky mess clings to your boots and breeches. It is hard to make out in the fading light what it is, but with a gasp of horror you realize that it is blood. Beneath you rests the freshly slaughtered corpse of a young lamb.

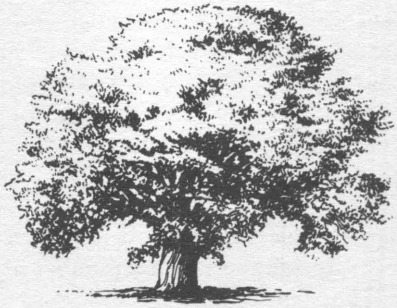
The rider can be seen no more, and you are too distracted to follow further. You rejoin your companions and rest up in the little wood.

➧ 22

273

You hear the clatter of footsteps behind you, but are too concerned about the guard in front to look round. Suddenly, you feel a blinding pain as you are clubbed on the back of the neck.

➧ 349



274

One of your companions makes a courageous leap and brings his weapon down on Gisburne's head, totally surprising him.

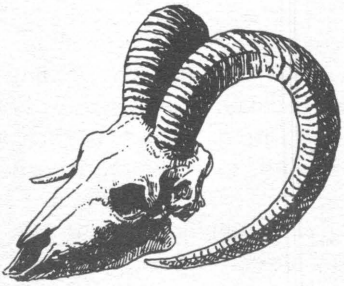
➧ 250

275

You surprise two men in the act of lacing up their clothes – the baggy red overgarments of Boggans. At their feet lie two dead villagers. One Boggan is quickly sent sprawling by a blow from your sword. The other picks up his club and sets about you with it.

BOGGAN:
COMBAT SKILL = 5

IF HE OVERCOMES YOU
➧277
IF YOU OVERCOME HIM
➧389



276

The farmer slumps to the ground unconscious and his friend, alarmed at your skill and bright sword, pushes the woman aside and runs off. The woman falls to the ground, crying out with pain as she tears her skin on a thorn bush. You rush to her side and lose sight of the other man. A quick look at the woman tells you that she is faint and tired, but the man may have gone to get reinforcements and you must act quickly.

MAKE A HEALING ROLL:
4 OR LESS ➧301
5 OR MORE ➧59

277

You slip into unconsciousness from the battering you have received. When you wake up, you find two red-clad figures leaning over you. Their barely visible eyes glint malevolently. One speaks, with a pronounced French accent: 'Ha, Robin in the Hood Game! It's off to Sir Jean with you. Pray to whatever spirit it is you worship, but it will not avail you. Stuck on a spike will you be, for all to see.'

He cackles, then lifts his heavy cudgel. The feeble arm you put up to protect yourself is not enough and the last thing you remember is the club descending on your head.

THE END

278

Tuck answers the preacher ably, telling him of the battles he and you have fought against evil manifestations of the Devil in many parts of the country, from the north of England to the southern borders of Wales. When he runs out of breath you step in, speaking commandingly. Revealing who you are, you shame him and refute his base accusations.

123

279

The feast is laid out on wooden tables decorated with wild flowers set in clay jugs. It is everything good that the country folk can muster. Perhaps it would not suit the table of a rich lord, for the Normans are used to beef, pheasant, venison, peacock and pike on their high tables, all flavoured with spices from the East. But for the villagers of Haxhey, the Ram Day feast keeps stomachs content for many days.

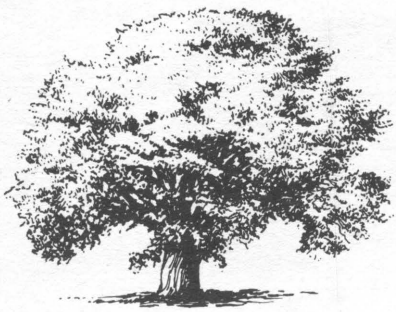
The centrepiece of each table is a whole roast lamb, plump and succulent, stuffed with rosemary and thyme picked by the stream that day. Then there is

plenty of fresh, warm bread and huge steaming jugs of stocks and sauces, all mixed with mashed or clouted vegetables, milk, butter and herbs. Marrows, turnips and onions baked in the fire lie racked up in troughs and platters and there are baskets of fresh fruit and vegetables all about.

As the villagers set to, Aelmer and his brother Herlmer pass up and down the crowded benches with tuns of ale, filling everyone's cup. More ale stands untouched on each groaning table, for the first draught of the feast must be the toast. When all have a full stoup, even the children, Aelmer cries: 'To Haxhey and her rams. God's blessing on both. And to Wulfstan and Belward, slain this day in the Hood Game. May God have mercy on their souls!'

There is sadness among the villagers over the death of the two Boggans. But they know in their hearts that the men would wish them to celebrate the feast as usual, and to honour them in the form of a wake. Soon everyone is drinking, eating, laughing, shouting and exchanging good humour and good cheer. The feast lasts several hours before appetites begin to be sated.

37



280

The guards are nowhere in sight; the dark night obscures all. However, the two men appear to have run off through rough land and trees towards a nearby road. You crash through the undergrowth, relying on speed rather than stealth, and hoping Herne will guide you.

You soon reach the path you remembered, but there is no sign of the fleeing men. Your only chance is to scout around for some track or trail.

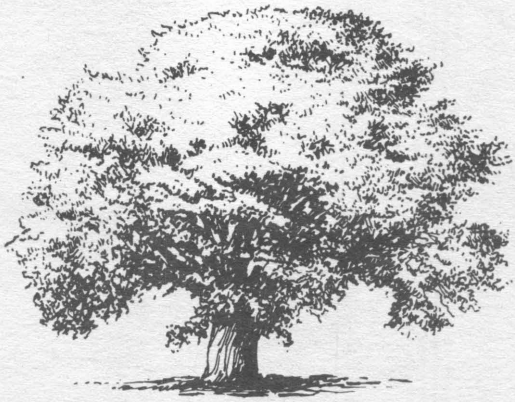
IF YOU LEFT AN INJURED FRIEND BEHIND, DELETE HIM FROM YOUR LIST OF COMPANIONS AND LOSE A POINT OF POWER.

MAKE A WOODCRAFT ROLL. IF NASIR IS WITH YOU, YOU MAY USE HIS ABILITY SCORE OF 10:

−1 OR LESS ▶ 330

0 OR MORE ▶ 156

OR IF YOU WISH, YOU MAY USE A POINT OF POWER ▶ 350



281

The huge black Ram that has risen from the bonfire is no earthly creature – it seems its whole purpose is destruction.

THE DEMON:
COMBAT SKILL = 8

THE POWER OF DARKNESS IS WITH THE DEMON. IT REDUCES THE EFFECT OF ALL WOUNDS IT SUFFERS BY ONE DEGREE:
e.g. B = NO EFFECT
BB = B
† = BB
IT IS STILL AFFECTED BY KNOCK-BACKS.

IF YOU HAVE NOT YET DEFEATED SIR JEAN DE MELUSINE, YOU MUST FIGHT HIM TOGETHER WITH THE DEMON. TRANSFER ANY WOUNDS FROM PARAGRAPH 288.

IF YOU WIN THIS FIGHT
➧ 334
IF YOU ARE OVERCOME
➧ 338

282

You swing down, aiming to catch Sir Guy in the midriff and knock him from his horse. You swoop elegantly through the air – only to find your branch bending rather more than you thought.

With an agonizing crack your shins meet a fallen trunk and you let go of the rope. Around you, you hear similar sounds of confusion as Sir Guy manoeuvres his horse to avoid your swinging and charging companions. You limp upright as quickly as you can, but Gisburne has galloped on and is disappearing into the distance.

TAKE ONE WOUND IN THE LEG AREA. DELETE THE COMPANION ON THE HIGH ROPE (IF ANY) AND ONE OF THE COMPANIONS LEFT ON THE GROUND. THEY HAVE BEEN INJURED BY FALLING AND BY GISBURNE'S SWORD-WORK, AND MUST RETURN TO THE CAMP.

IF YOU ARE OVERCOME BY THE LEG WOUND, YOU RECOVER IMMEDIATELY BUT CANNOT USE A HORSE.

CHECK YOUR USUAL POSSESSIONS:

IF YOU HAVE A HORSE AND WISH TO USE IT
➧391

IF NOT, YOU MUST FOLLOW SIR GUY ON FOOT
➧11

283

As your horse shies away from the noise, you slip from its back and land painfully on your back.

TAKE 2 WOUNDS IN THE BODY.

You look up to see a wooden cudgel descending. Everything goes black . . .

You come to in a barn; a pig and several hens look at you with interest. You are securely tied to one of the posts supporting a hay bin. The barn smells terribly of manure and the knots on your bonds feel too tight to allow escape. A feeling of despondency settles over you.

DO YOU:

WAIT AND SEE WHAT HAPPENS LATER? ➧ 153
USE A POINT OF POWER? ➧ 92

284

You look round anxiously. The feeling that you are being watched grows – until, through the trees, your gaze meets that of Sir Jean de Melusine.

He wears an enveloping black cloak, fastened over a red and gold tunic. His face is long and saturnine, his eyes sharply black, his mouth twisted with the hint of a smile – a smile not quite sane. His eyes flick to the corpse and you see now that his sorcery has tricked you once again. The corpse is not Gisburne's, but that of a sheep.

The tension grows as you desperately try to think of

a way out of this predicament – alone, facing the French sorcerer on ground of his own choosing. He purses his lips and starts to whistle, his hand resting on the hilt of an ornate sword.

DO YOU:

DRAW YOUR WEAPON IMMEDIATELY AND ATTACK?

IF YOU HAVE ALBION ▸ 385

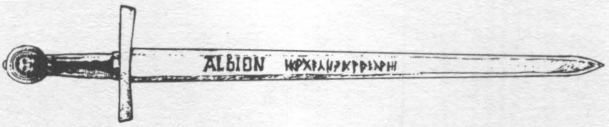
IF NOT ▸ 345

WAIT AND SEE WHAT SIR JEAN DOES? ▸ 362

285

The men look at each other and start backing away. Their plan to tempt you out into the open has failed – but you are still trapped within the church.

▸ 241



286

In the village you go straight to Father Cedric's home for news. The village looks dewy and bright; its floral decorations for today's festival glisten in the early-morning light.

However, in the priest's house the news is not so good. He has been attacked by soldiers and lies in bed, his head bandaged.

'They've taken it, Robin,' he says. 'The horn of Cernunnos. How can we have the festival without the horn?'

Cedric is being tended by Aelmer's wife. Aelmer, the headman of the village, is also with him.

IF YOU WANT TO LEARN MORE ABOUT TODAY'S FESTIVAL ▸ 202

IF YOU ALREADY KNOW ABOUT HAXHEY RAM DAY ▸ 46

287

It appears to be a man's figure, richly dressed and accoutred, hanging from the branches of one of the oak trees. You can't make out who it is from this distance, but you think you recognize him.

DO YOU:

RUSH TO INVESTIGATE AND SEE IF THE HANGED MAN IS STILL ALIVE? ▸ 234

IGNORE HIM AND PUSH ON TO HAXHEY? ▸ 74

288

Sir Jean defends himself ably with his jewelled sword, but you feel the power of Albion rushing through you like a torrential forest stream.

SIR JEAN DE MELUSINE:
COMBAT SKILL = 7

SIR JEAN HAS NO WOUNDS AT THE START OF THIS FIGHT, EVEN IF YOU HAVE FOUGHT HIM BEFORE – THEY HAVE ALL BEEN HEALED.

IF YOU OVERCOME HIM WITHIN 3 ROUNDS ➧ 295
IF HE OVERCOMES YOU WITHIN 3 ROUNDS ➧ 299
IF THE FIGHT LASTS LONGER THAN 3 ROUNDS ➧ 281

289

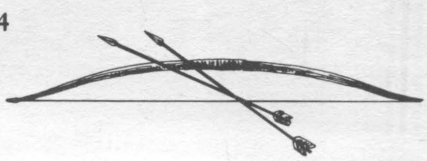
You offer Elizabeth the wild rose as a token in remembrance of her brother. You walk with her to the churchyard, where she lays it with tenderness and affection on the spot where he lies buried.

Looking up into the great yew trees that grow here, you have a vision of Herne and hear his words: 'The Powers of Light and Darkness are with you!'

You leave Elizabeth and return to Father Cedric's dwelling.

GAIN 1 POINT OF POWER

➧ 294



290

The next morning you awake feeling somewhat better. Aelmer's wife has a Healing ability score of 9 and will help you if no one better is present. You have spent the night, at least the remainder of it, in Father Cedric's house. He has tried to tidy it up after the previous night's raid, but comes to you after you have breakfasted on honey scones and small beer.

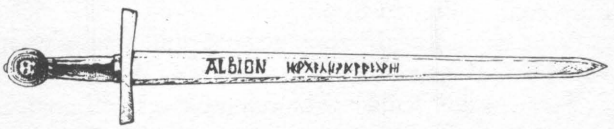
'It's gone, Robin – they must have taken it. The horn of Cernunnos. I hid it behind a stone in the bedroom hearth and it's gone. How can we have the festival without the horn?' Father Cedric is almost distraught with grief at the loss of what is obviously a revered relic of the village.

➧46

291

You have heard of Sir Jean de Melusine: he is a French nobleman who sided with King John in his wars in France, only to lose his lands after a series of defeats. He is now one of the King's high officials, a member of the Curia Regis, and has a sinister reputation as a man with a strange and peculiar past.

➧86

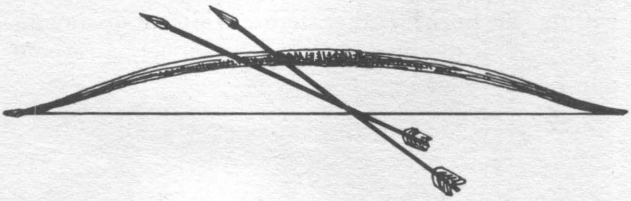


292

You spot the furtive figure of Sir Guy lurking behind a beech tree with three trunks. You call to your friends and rush upon him. He stands his ground, his rear protected by the tree, and draws a large sword.

SIR GUY OF GISBURNE:
COMBAT SKILL = 9

IF YOU OVERCOME SIR GUY WITHIN 6 ROUNDS ➧250
IF HE OVERCOMES YOU WITHIN 6 ROUNDS ➧323
IF THE FIGHT LASTS MORE THAN 6 ROUNDS ➧274



293

The Power of Light and Darkness is with you as you flatten the two men in as many blows, before they even had the chance to lift their clubs against you. You bend over one of them and rip open the baggy Boggan jerkin . . . to reveal the mail shirt of a man-at-arms.

You grip him by his mail coif, lift him upright and shake him back to consciousness. His eyes register horror when they focus on you.

'Who is your lord?' you ask him, punctuating each word with a shake.

'Sir Jean de Melusine,' he replies in a thick French accent.

'What were his orders?'

'T-t-to capture you.'

You stare at him for a few seconds. He looks as if he holds you in almost supernatural dread, and you doubt he is lying.

You throw him to the ground, where he lapses back into unconsciousness. Then you stalk away, heading back to Haxhey.

IF YOU HAVE THE HOOD ▸ 168
OTHERWISE ▸ 152

294

Father Cedric looks downcast. You help yourself to a mug of ale and some buttered fruit loaf and wait for him to continue.

'It's a shame, that's what it is. This year's celebration might be the last. Abbot Hugo, God preserve his soul, has seen fit to impose an extra tax on the villagers, as if all the other rents, dues, levies and imposts weren't enough. I think that's why some of them are unhappy, for all the good feelings the holiday generates. It's a bad day when poor folk have to dig into their last hoardings, as some did this morning. Lord knows what they'll do if King John asks for more taxes to pay for the dreadful wars in France.'

Father Cedric's words remind you of your reputation as the saviour of the poor and downtrodden.

DO YOU:
DECIDE TO MOUNT A RAID ON THE TAX-COLLECTORS FROM ST MARY'S ABBEY? ▸ 144
STAY THE EVENING WITH FATHER CEDRIC TO LOOK AFTER THE VILLAGE? ▸ 150

295

Sir Jean slumps to the ground, his face a pale shadow in the firelight and all his power gone. He raises his head to stare at you; his face is drained of blood but full of hatred.

'Though you defeat me, I shall be avenged. That which is to come shall vanquish you.'

He chokes and spasms shake his body; then he abruptly collapses.

Sir Jean is dead, yet something is growing within the fire. As you watch, a huge black figure rises from the flames.

▸321

296

You run across Much in a shady dell. He is studying flowers in a little pond and greets you with enthusiasm. He leads you back to where the band are camped. There is plenty of spare equipment here, even a sword, but you are without Albion, the sword Herne's son traditionally carries.

Time is getting on and you are worried about the strange portents and omens affecting Sherwood Forest and yourself. You need more information about Sir Jean de Melusine, for one thing!

IF YOU DO NOT HAVE THE IVORY DISC ▸307
IF YOU HAVE THE IVORY DISC, DO YOU:
RETURN TO THE FARM WITH YOUR FRIENDS TO RETRIEVE ALBION? ▸54
VISIT VILLAGES SIR JEAN MAY HAVE PASSED THROUGH ON HIS WAY TO NOTTINGHAM, TO FIND OUT MORE ABOUT HIM? IF SO, DO YOU:
GO ALONE? ▸354
GO WITH YOUR COMPANIONS? ▸165

297

The Ram moves at an astonishing speed for one so huge. It seems to leap through the air as it dives upon Herlmer, who had not been as quick off the mark as most of the villagers, and was near the Ram anyway. Herlmer's face hardly has time to register surprise before a sword leaps snake-swift from the black cloak

and buries itself in his back. Herlmer shrieks, and the black form twirls him effortlessly into the bonfire.

All this happens in an instant, and you have done little else but watch, though you discover that your sword is now in your hand. As you dive towards the Ram, the black cloak is dispensed with, and you find yourself confronting Sir Jean de Melusine.

'Well, Herne's son, you've finally arrived, have you? A little late, I fear. It won't be long before my long-lost cousin joins us, and I'm sure that stringy peasant won't have satisfied him!'

As Sir Jean talks, you become aware of a change in the flames that spew from the bonfire behind him. They are now blood-red, and seem to be writhing, twisting, forming the shape of . . . a Ram's skull!

IF YOU HAVE THE IVORY DISC OR THE GOLD FLEECE BROOCH ▸ 266

IF NOT, DO YOU:

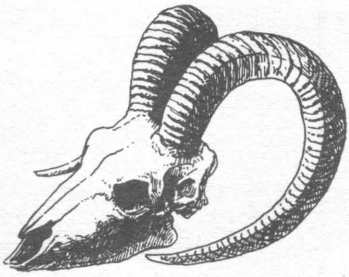
USE THE HORN OF CERNUNNOS (IF YOU HAVE IT)? ▸ 324

USE A SILVER CRUCIFIX (IF YOU HAVE ONE)? ▸ 209

ATTACK SIR JEAN WITH YOUR SWORD?

IF YOU HAVE ALBION ▸ 288

IF NOT ▸ 256



298

The magical sword acts almost of its own accord, slipping silently into your hand and arcing upwards, as you spin round to knock Sir Jean's blade from your neck.

➧385

299

The skill of the Frenchman is too much for you. His glittering sword is a flicker in the dancing firelight as it sneaks past your guard. The pain of the final blow sears your mind and you hear Sir Jean laughing insanely.

THE END

300

Out in the street, you stand undecided for a moment. Should you go to the castle to seek more information about Sir Jean and hopefully even get the chance to observe him yourself? Or should you return to Haxhey as swiftly as possible to prevent his guards from committing any mischiefs?

The weather is cool and the sky overcast, not unusually for a late spring day. But for some reason a shiver goes down your spine . . .

DO YOU:

GO TO THE CASTLE? ➧212
RETURN TO HAXHEY? ➧231

301

You realize that your special skills can relieve some of the exhausted woman's pain and fatigue. You swiftly gather some herbs and she soon appears ready to move on again. You help her to her feet. She sways slightly, and you steady her with an arm.

'There,' you say. 'Don't be alarmed. I'm a friend.

I'm Robin Hood.' The woman gasps as if surprised, then hope seems to come back to her and lights her eyes.

'By Our Lady's graces. She has led me to you. I am Ellen, from Nottingham Castle. Lady Marion's friend. But we must get away from here, Robin. There are guards looking for me . . .'

You take her by the hand and run with her away from the scene of the confrontation. As you run, pausing every so often to let Ellen catch her breath, she slowly unfolds her tale to you.

▶79

302

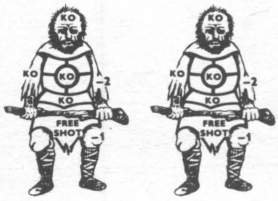
You have lost Gisburne, but at least he will not pass through the woods to encounter Matthew and his foolish friends. This thought reminds you of the charge you accepted from Alison, and you decide you'd better see them home. You start jogging up the road into the forest.

▶93

303

The Boggans are tough customers, and they fight you simultaneously.

BOGGANS:
COMBAT SKILL = 5
EACH



SEE RULES FOR FIGHTING MORE THAN ONE OPPONENT.

IF YOU OVERCOME THE BOGGANS ▶389
IF THEY OVERCOME YOU ▶277

304

The rider slumps unconscious to the ground. You leave him and turn your attention to the monk, who is cowering on the cart. He practically thrusts the tax money into your hands from where it was concealed beneath some sacks of grain which are also being taken to the Abbey.

You have no quarrel with the monk and you let him on his way; after all, he'll be able to tell Abbot Hugo exactly who robbed him, which adds to the enjoyment of a good piece of work. Two bags of silver will keep the villagers for a long time.

Suddenly you get a tingling sensation in your spine and you feel something is wrong.

MAKE A PERCEPTION ROLL:

0 OR LESS ▸ 267

1 OR MORE ▸ 218

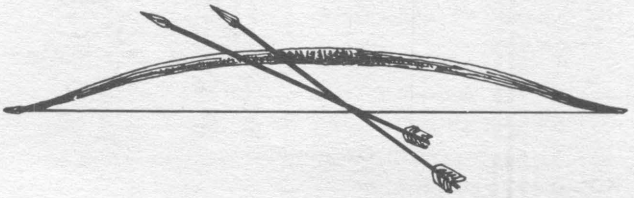
305

At the camp, Will has some food ready and spare supplies from your main camp in Sherwood Forest. You have a bow and some arrows again, an old sword stolen from a guard and other incidental items.

After sleeping peacefully through the night you wake refreshed in the morning and go on to Haxhey.

ADD TO YOUR LIST OF USUAL POSSESSIONS THE ITEMS MENTIONED AND UP TO THREE OTHERS FROM THE LIST ON PAGE 20.

▸ 286



306

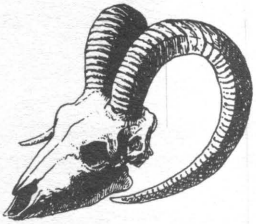
You wrench the Hood from the man's arms and deal him a mighty blow to the head to make sure he won't be the first on your tail. Now you have to try to return the Hood to Haxhey. You can hear the chasers approaching.

DO YOU:

MAKE A RUN FOR IT, HOPING TO CIRCLE YOUR WAY BACK TO HAXHEY? ➧ 207

HIDE IN THE UNDERGROWTH UNTIL THE CHASERS PASS? ➧ 28

CONCEAL THE HOOD IN YOUR JERKIN AND TRY TO BLUFF YOUR WAY BACK TO HAXHEY? ➧ 55



307

With the others is a peasant woman, the one you were trying to help. Marion explains who she is and why she is here.

'This is Ellen from Nottingham Castle, Robin. She's had to flee from the Sheriff and his men, because she stole this from Sir Jean for us.' Marion hands you a peculiar bone or horn disc, which is engraved with a pattern of five interlaced branches. There are undecipherable marks around the edge. Marion continues:

'She said she overheard Sir Jean say he wanted to visit the village of Haxhey because of some festival they're having. I think something is badly wrong, Robin – we've got to do something about this strange

Frenchman. Ellen's going back to her sister's village now, where she'll be safe.'

ADD IVORY DISC TO LIST OF SPECIAL POSSESSIONS

DO YOU:

RETURN TO THE FARM TO GET ALBION BACK? ▸ 54

GO STRAIGHT TO THE VILLAGE OF HAXHEY? ▸ 116

PLAN AN AMBUSH FOR SIR JEAN? ▸ 2

VISIT THE VILLAGES SIR JEAN IS LIKELY TO HAVE PASSED THROUGH ON HIS WAY TO NOTTINGHAM? IF SO, DO YOU:

GO ALONE? ▸ 354

GO WITH YOUR COMPANIONS? ▸ 165

308

Nothing you or your companions can do seems to touch Sir Guy. In the end you give up and tie him to a tree with a loose gag over his mouth. In a couple of hours he'll have worked it free and be able to call for help, but you will be well away by then. You take his silver spurs and dangle them in front of his eyes in a final attempt to provoke him. But it is no use. Gisburne will survive, but he'll have to live with the dishonour of losing his spurs to a gang of wolfsheads.

ADD SILVER SPURS TO YOUR LIST OF SPECIAL POSSESSIONS.

You return to Haxhey through the forest and along the rural lanes of Nottinghamshire. As you pass a small grove of trees, something catches your eye.

MAKE A PERCEPTION ROLL:

2 OR LESS ▸ 287

3 OR MORE ▸ 268

309

A blind man could follow the path left by the villagers in the Hood Game. *Whether he'd want to is another matter entirely*, you think to yourself.

You run after the villagers, hoping that they don't turn around and catch you in their path again. Hereward the Wake wrestled the gigantic fairy bear, so the legends say, but even he would have been knocked flat by the Hood Game!

It isn't long before you realize that the villagers are getting away from you. They aren't weighed down by equipment and from what you saw of them seemed to be possessed by the strength that madness brings – a madness like that of the Gadarene swine.

Still, you press on, hoping that you can catch up while they are mauling one another half to death just to get hold of an old leather hood.

MAKE A PERCEPTION ROLL:

−1 OR LESS ➧ 52

0 OR MORE ➧ 17

310

Unhelpfully, the man slips into unconsciousness and then dies of his injuries. Soon after, the wife of the headman Aelmer appears with Father Cedric, who is recovering from his head wound. She has a Healing ability score of 9 and will help you if no one better is present. After sorting out the mess, you feel exhausted and go to bed under a pile of cloaks and rugs in the priest's lodging.

244

311

Marion motions to you just a few yards from the gates and you lie still in the roadside ditch, covered by the spreading hedge, while she goes on to the gate. All you can see is a group of soldiers in fine livery waiting by the gates. You hear them apparently arguing about something, and then the clatter of many mailed men running around and shouted commands reach your ears. You wait long minutes, then Marion suddenly jumps down beside you. You make your way back to the edge of the forest, where your friends are waiting.

236

312

With a shout designed to unnerve your opponent, you leap out at Gisburne, brandishing steel. However, you have reckoned without Sir Guy's superb horsemanship. He pulls the horse left, then right, and neatly sidesteps your attacks. He quickly assesses the situation and snarls: 'You'll not have me this time, Wolfshead!' He gallops back towards Nottingham at an incredible rate. Unless you can follow him as swiftly, he will be gone for good.

CHECK YOUR USUAL POSSESSIONS:

IF YOU HAVE A HORSE AND WISH TO USE IT ▸ 101

IF NOT ▸ 302

313

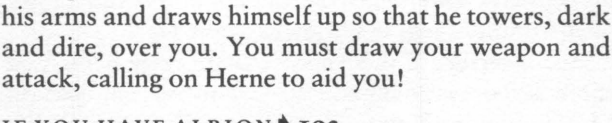
As you bring out the horn, the storm is at its fiercest and the flailing mist and wind have almost beaten you to the ground.

Then the horn sounds of its own accord above the tumult of the storm. The mists swirl around it like a whirlpool in a river and are sucked down; the lashing wind is drawn into its whorled and marbled interior.

His magical storm dispelled, Sir Jean looks alarmed. Perhaps he has underestimated your power. He raises his arms and draws himself up so that he towers, dark and dire, over you. You must draw your weapon and attack, calling on Herne to aid you!

IF YOU HAVE ALBION ▸ 192

IF NOT ▸ 77



314

Before you can deal with the second guard, another joins them. You must also fight him.

GUARD:
COMBAT SKILL = 4

TRANSFER FROM PARAGRAPH 265 WOUNDS YOU HAVE ALREADY INFLICTED ON THE FIRST TWO GUARDS TO THESE DIAGRAMS AND CONTINUE FIGHTING. YOU FIGHT ALL THREE GUARDS TOGETHER IF NONE HAVE BEEN OVERCOME.

IF YOU OVERCOME ALL THE GUARDS ▸ 367
IF THEY OVERCOME YOU ▸ 211

315

With a smart flick of your wrist, you disarm the Frenchman. The light from the flames behind shows the first hint of fear in Sir Jean's eyes.

'So, Wolfshead, you can use that pretty blade you carry. It'll do you no good against my cousin, though. Cut me down, if you will, but he still comes to bring darkness to the land. Will you not flee, while there is still time?'

DO YOU:
RUN DOWN THE HILL? ▸ 133
USE THE HORN OF CERNUNNOS (IF YOU HAVE IT)? ▸ 326
CUT DOWN SIR JEAN? ▸ 126

316

To take advantage of your information, you must find your friends quickly. If needs be, you persuade a villager to lend you a horse, then gallop off for your camp in Sherwood Forest.

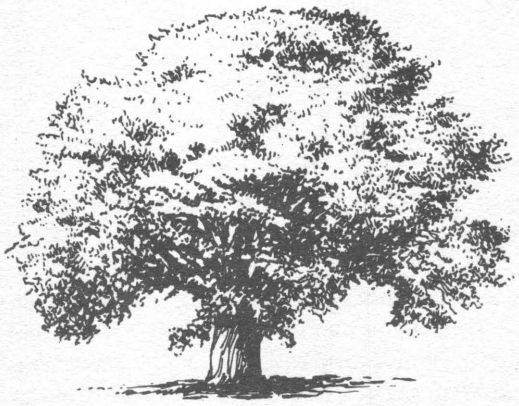
ADD A HORSE TO YOUR USUAL POSSESSIONS IF YOU DID NOT HAVE ONE.

Soon you reach a point where you must leave the known paths of the forest and take the secret ways between the trees.

DO YOU:

LEAVE THE HORSE HERE AND GO ON BY FOOT? ➧ 103

PRESS ON BY HORSE TO SAVE TIME? ➧ 18



317

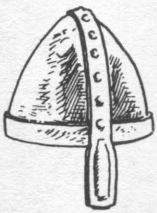
Even though some yards separate yourself and Sir Jean, his gaze locks upon you like the jaws of a trap. You feel as though all the disguises in the world could not conceal you from his sight. You seem to hear words spoken in your mind:

'So you are Robin Hood.' The voice is contemptuous, almost mocking. 'From all the stories, I had expected someone more worthy of my attention. Now begone and meddle not with me.'

You feel a terrible pain and black out. When you come to, a passer-by is shaking you and there is no sign of Sir Jean or the men. You feel you must return to Haxhey immediately.

ALL YOUR SPECIAL POSSESSIONS HAVE BEEN TAKEN, EXCEPT THOSE LEFT IN HAXHEY. YOU HAVE ALSO LOST 1 POINT OF POWER.

▶231



318

You manage to stay in the saddle as the beast shies away from the noise. The horse was badly frightened by another burly farmer, who is now swinging his staff at you menacingly. You realize that you won't be able to control the horse well enough to fight off this man, so you slide off and draw Albion.

The horse bolts and you are face to face with the snarling farmer. 'Vagabond! Bandit! You stole my pig and now you've come back, eh? You'll pay for that!' he growls. You must block his staff and fight him.

FARMER:
COMBAT SKILL = 3

FIGHT FOR THREE ROUNDS

IF YOU OVERCOME HIM WITHIN 3 ROUNDS ➧ 276
IF HE OVERCOMES YOU WITHIN 3 ROUNDS, YOU LOSE ALL POSSESSIONS AND ARE THROWN INTO A BARN, SECURELY TIED ➧ 153
IF THE FIGHT LASTS MORE THAN 3 ROUNDS ➧ 397

319

You run hard and manage to outdistance the pair and arrive breathless in Haxhey. The Boggans gave up just before you reached the village, and there's no sign of them now.

➧ 152

320

Sir Jean attempts to defend himself with his jewelled sword, but Albion moves smoothly in your expert grasp.

SIR JEAN DE MELUSINE:
COMBAT SKILL = 7

IF YOU OVERCOME HIM ➧ 126
IF HE OVERCOMES YOU ➧ 299
IF YOU WISH TO SPEND A POINT OF POWER ➧ 315

321

Your eyes widen with terror as you see the form of a huge black Ram. The figure is uncannily like the mock Ram that formed part of the ritual, but behind it a curling tail sweeps back and forth and a seething malevolence oozes from its eye-sockets.

DO YOU:

ATTACK WITH ALBION? ▸ 281

DROP YOUR SWORD AND GRAB THE DEMON'S TAIL? ▸ 67

322

You are very annoyed at the way he has interrupted the simple pleasures of the country folk and tried to force his extreme beliefs upon them. You draw your sword and stalk forward.

'Ah!' he cries. 'Aye, cut me down! If ye can! A thousand more shall spring up from the ground and assault ye. My blood shall curse this village if a drop be spilled.'

He drops the lamb and flings himself against the tree, arms outstretched. The village folk gasp.

DO YOU:

THRUST YOUR SWORD INTO THE GROUND AND LEAP UPON THE PREACHER WITH YOUR FISTS? ▸ 83

STAND BACK FROM HIM AND ORDER HIM AWAY? ▸ 62

323

Sir Guy has you knocked back and gasping for breath. He forces your sword away and grabs you. Before you can react, he has sheathed his sword and drawn a dagger, which now presses at your throat. He forces you through the trees to the road.

'Back, dogs!' he cries when your friends appear.

They falter, unused to seeing Gisburne with the upper hand. Sir Guy grabs the reins of his horse and loops them tightly around your wrists.

'One move and he dies!' he threatens. Your friends are uncertain and unwilling to risk your life. Your one chance is to feign unconsciousness – after all, you're bleeding in several places.

MAKE A DISGUISE ROLL:
−1 OR LESS ▸ 274
0 OR MORE ▸ 223

324

You snatch the horn from your belt and sound a clear note into the night. There is an inhuman wail from the flames and the shape that was forming there is gone, banished back to the pit from where it came. Sir Jean snarls at you: 'You haven't won yet, Herne's son. All it needs is another sacrifice – and you will do excellently.'

As he speaks, he leaps towards you, brandishing his jewelled sword.

IF YOU HAVE ALBION ▸ 320
IF NOT ▸ 256

325

The next day dawns grey and overcast. The wind has freshened and rustles through the leaves. Soon after you get up and have breakfast, it begins to rain and everyone in the camp is miserable. You decide to leave them for a while and go for a run through the forest. You enjoy the refreshing coolness of the raindrops on your face and the smells of trees and plants. You run fast, not really caring where you are going, past creaking oaks and splintered boulders. Rabbits scurry from your path and you catch the occasional glimpse of a deer or a fox.

After a while, you find yourself by chance on a rocky outcrop, right at the edge of the forest. You rest awhile, munching on a few nuts stuffed into a crevice by a forgetful squirrel last winter.

▸36

326

As you blow the horn, all the breath rushes from your body. A deafening blast rends the air, and the horn's note is so clear, pure and powerful that you feel it resonating in every bone in your body.

The pyre collapses in an eruption of sparks, and an inhuman wail rises, then fades into the night's stillness.

You have succeeded in ridding the world of the evil menace of Sir Jean de Melusine, although at great cost to yourself.

LOSE 1 POINT OF POWER.

Slowly the villagers creep back up the hill to where you lie, exhausted. The crowd parts and into the dim glow of the embers comes the figure of Herne the Hunter.

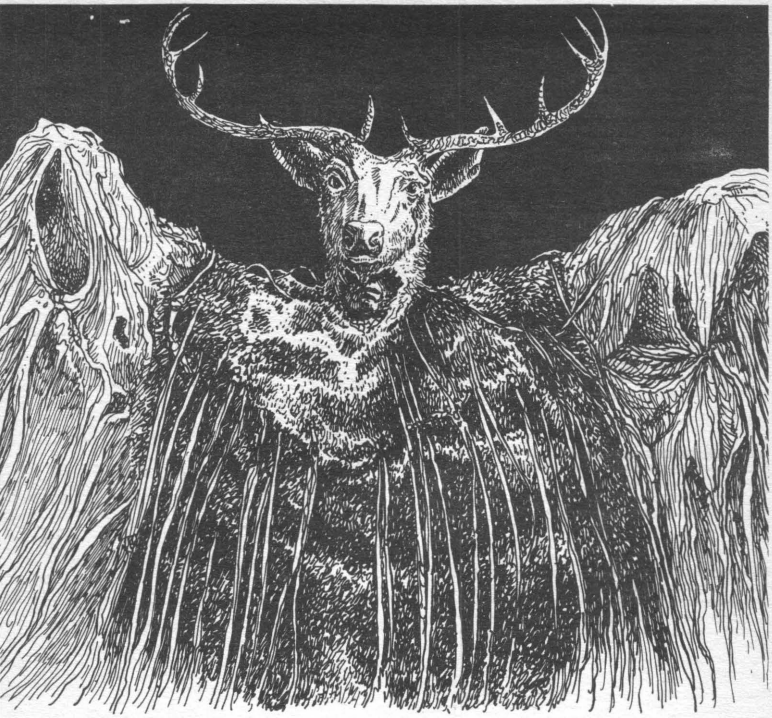
'Well done, my son,' he says. 'You have purged our land of a great evil. Now you can rest, with Herne's blessing to protect you.'

YOU HAVE COMPLETED YOUR QUEST SUCCESSFULLY.

IF YOU HAVE MORE THAN 5 POINTS OF POWER, YOU HAVE SCORED A NOTABLE VICTORY.

IF YOU HAVE 4–5 POINTS OF POWER, YOU HAVE SCORED A GOOD VICTORY.

IF YOU HAVE 3 OR LESS POINTS OF POWER, YOU HAVE SCORED A CLOSE VICTORY.



327

You realize that Gisburne has never been as strong-minded as this on any other occasion. He faces you with more than his usual icy arrogance.

One of your companions grows impatient and grabs Gisburne by the hair, forcing his head backwards and saying, 'Right, Gisburne. We've had about enough of you.' You go to knock away your companion's hand, but stop when he lets go of his own accord. He is staring at Sir Guy's face.

➧ 170

328

You realize that there is something unusual about the enormous Ram. It walked up to the bonfire easily – almost jauntily. Surely Father Cedric can't have recovered *that* much?

DO YOU:

CHALLENGE THE HUGE FIGURE TO REVEAL ITSELF? ▸ 88

DRAW YOUR SWORD AND ATTACK? ▸ 111

WAIT TO SEE WHAT HAPPENS? ▸ 72

329

Looking over events in your mind, you vaguely remember seeing six horsemen, while only five now lie on the ground. Were you mistaken in the first place, or has the one you seek somehow evaded you?

You shake your head in puzzlement. There is no way to resolve this riddle, for the path shows too many tracks to know one from another.

However, if Sir Jean was with this party and abandoned it, there might be some sign in the woods.

DO YOU:

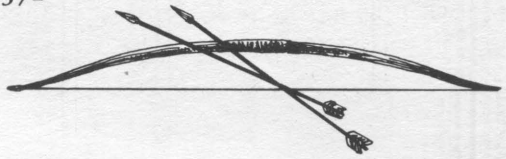
SPLIT UP AND SEARCH THE COPSE? ▸ 183

GO ON TO HAXHEY BEFORE NIGHTFALL? ▸ 348

330

Soon you spot a tattered square of cloth off the side of the path in the direction of Nottingham. It looks like one of Father Cedric's stoles, an old one that has perhaps been used to wrap something in. Surely this is a sign of the soldiers!

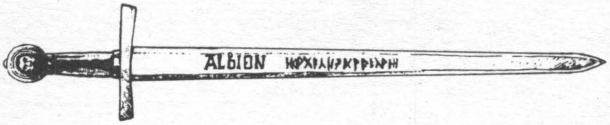
▸ 371



331

You are soon well away from the town. You conceal yourself to avoid being noticed by the riders sent out by Gisburne. Eventually, you make your way back to Haxhey.

▶257



332

You are soon in the woods surrounding Elsdon. When you climb a tree, you see a solitary figure haring between the trunks. You seem to be on the right trail, for you recognize him as the Hood-carrier – and he's heading directly for you.

You brace yourself to jump on him as he passes. This is a trick you have used many times before to knock out trained men-at-arms. As he runs beneath your tree, you swing lithely down, planting your feet surely and squarely in his back. He collapses to the ground and you land on top of him.

'Sorry about that,' you say, 'but I'm sure it's in the rules of the game. I'll take this.' The stunned villager makes no protest when you grab the Hood and run off into the woods.

Very soon, you hear the crashing of approaching pursuit.

DO YOU:

MAKE A RUN FOR IT, HOPING TO CIRCLE BACK TO HAXHEY? ▶207

HIDE IN THE UNDERGROWTH UNTIL THE CHASERS PASS BY? ▶28

CONCEAL THE HOOD IN YOUR JERKIN AND TRY TO BLUFF YOUR WAY BACK TO HAXHEY? ▶55

333

You wait until the afternoon. Long shadows are drawing across the landscape when Much spots two figures moving rapidly but cautiously towards the trees where you are waiting. Soon you can see that one is Marion, but the other is a woman you do not recognize.

When they reach the makeshift camp, they collapse. Marion recovers first.

'Oh Robin, I'm glad that's over. I got to Nottingham easily enough, then I waited until some other tradesmen were going into the castle. Once I was past the guards it was simple. I got to the servants' quarters and found Ellen. We hid in the pantry and she said there was bad news, but just then we heard people shouting and running around. One of the maids burst into the pantry.

'"Hurry, you fools!" she said, then pointed at me. "They know *she*'s here. All the guards are looking for you, searching the castle from top to bottom. I was just up in the great hall when I heard that Frenchman say to old Sourface, *'You are weak and useless, Sheriff de Rainault. Even now one of your enemies is within the walls of this very castle.'* Well, that gave old Sourface a start, and no mistake. *'Who?'* says the Sheriff. So the Frenchman says, *'I do not know her name. She has long red hair and dresses as a dairy-maid.'* Then the Sheriff screamed for Gisburne and they're searching everywhere."

'I almost panicked. We were trapped in the castle, until Ellen realized that they weren't searching for her, just me. Well, one of her friends is a driver, and takes goods round for the Sheriff. It just so happened that he was in the courtyard, taking some boxes of cloth back to a merchant after the Sheriff had decided he didn't like the colour, so we emptied one of the boxes and I

climbed into it. It worked, but we didn't know if we could trust the other serving-girls to keep quiet, so Ellen had to come along. But she's got her own tale to tell.'

DO YOU:

WANT TO HEAR THE WOMAN'S STORY RIGHT AWAY? ➧ 79

GO AND GIVE THANKS TO HERNE? ➧ 9

334

You eventually dash the creature to the ground and with a mighty heave fling its vile body into the bonfire. The pyre erupts with sparks and embers, then settles gradually. As the smoke and flying hot ashes clear, the horned figure of Herne the Hunter appears silhouetted against the embers.

'Well done, my son,' he says. 'You have purged our land of a great evil. Now you can rest, with Herne's blessing to protect you.'

YOU HAVE COMPLETED YOUR QUEST SUCCESSFULLY.
IF YOU HAVE MORE THAN 5 POINTS OF POWER, YOU HAVE SCORED A NOTABLE VICTORY.
IF YOU HAVE 4–5 POINTS OF POWER, YOU HAVE SCORED A GOOD VICTORY.
IF YOU HAVE 3 OR LESS POINTS OF POWER, YOU HAVE SCORED A CLOSE VICTORY.

335

The preacher is gone, but his parting words send a chill shiver scurrying down your spine. Mad as the priest may have been, his words carried conviction, and no good will come of them.

You restore the lamb to little Cerys, and the parade continues, though somewhat subdued.

LOSE 1 POINT OF POWER.

MAKE A PERCEPTION ROLL:
−1 OR LESS ▸ 352
0 OR MORE ▸ 167

336

You stride proudly into the village square, displaying the Hood for all to see. Ahead of you you spot the avuncular Father Cedric smiling at you benevolently.

Suddenly, his expression changes to one of horror as he looks behind you. You twist round, but a heavy blow catches you in the small of your back. You crash painfully to the ground, and the Hood is torn from your grasp. While you pick yourself up, you see two men racing out of the village.

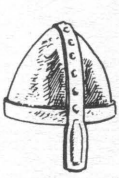
'Oh my,' says Father Cedric, helping you to your feet. 'Who would have credited it? Robbed at the last moment, and with no one around to stop them. Perhaps you should have gone straight to the alehouse, Robin, and made sure of your victory before parading around here.' He tut-tuts as you groan at the pain in your back. You know there's no use you giving chase – the two men were fresh, and you're sore and exhausted.

'Who were they?' you ask Cedric.

'Torneshey men, they were. Must have hidden themselves in Winstan's house before the game began. Well now, that's a shame that is. I reckon they've as good as won.'

Sure enough, a while later the first Haxhey man returns to the village and glumly tells of how two wily Torneshey men managed to get the Hood to their alehouse. As more Haxhey men arrive, you hang your head in shame, realizing that you let victory slip from your grasp. The Haxhey men don't take it too badly, though many a jest is made at your expense. 'Robin Hood-less' they rename you, as you and your companions take your places at the table for the feast.

➧ 279



337

You search without success, eventually reaching the edge of the copse. You are scanning the fields it overlooks, when there is a scream from behind you.

You run to where the shout came from. There, in a small hollow, lies the stricken figure of Marion. She is unconscious; there is a horrible gash on her temple. You help her as best you can, but when she recovers, she remembers nothing of her assailant. Evening has fallen, so you rest and make a meal of woodland roots and herbs, hoping that the invigorating broth will help Marion.

However, her wound is grievous and you reluctantly have to instruct one of your friends to accompany her back to the camp.

DELETE MARION AND ONE OTHER PERSON FROM YOUR LIST OF COMPANIONS.

▶ 22

338

Despite your valiant struggle, the strength of the hell-spawned demon is too great and you are dashed to the ground. The Black Ram advances on you . . .

THE END

339

Having killed the first guard and disarmed the second, you act swiftly to ensure that he will cause no further trouble. When you drag him into the light, you realize that he is actually badly wounded. If you are going to get anything out of this emissary of Sir Jean, you will have to give him first aid.

MAKE A HEALING ROLL:

IF YOU HEAL TWO OR MORE WOUNDS ▶ 252

IF NOT ▶ 310

340

The clash of steel on steel dies away as the second guard slumps to the ground. All around, the village is deathly quiet – then a terrible scream rends the air. In the fading of the cry you recognize Father Cedric's voice.

Someone has entered the church while you were distracted here. You race back, but within there is only one candle still burning – placed gruesomely in the mouth of the murdered priest. Of the Black Ram's skull there is no sign.

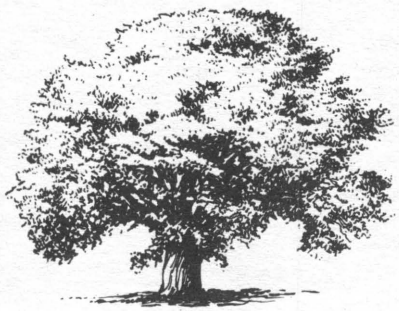
Horrified, you realize the full import of Sir Jean's plan – he means to change the Hoden Hill fire from a ritual of banishment to one of summoning! You sprint out of the church and up the winding hillside path to the bonfire.

You arrive to discover the ritual well underway. The Black Ram is standing beside the bonfire, and is intoning mystical words in Latin as you arrive. The voice sounds uncannily like poor Father Cedric's.

DO YOU:

DRAW YOUR SWORD AND ATTACK? ▸ 111

WAIT TO SEE WHAT HAPPENS? ▸ 72



341

You recognize the arms borne by the man who thwarted your ambush: they are those of the lords of Melusine. Your prey has escaped, passing through Sherwood Forest as if under some special protection that warned him of your presence. You wonder if the legends of his family have some substance. Perhaps Sir Jean really does have dealings with some demon or other. If this is the case, you pray that you may be shown a way to rid England of such a monster.

DO YOU:

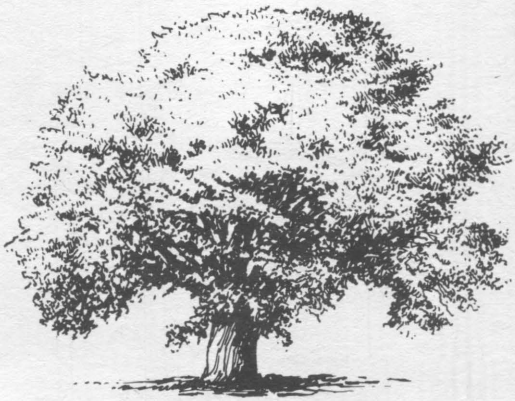
GO TO CONSULT HERNE? ➧ 222

RETURN TO THE CAMP TO SLEEP AND AWAIT THE NEW DAY? ➧ 325

342

Your stratagem is successful and by careful and skilful manoeuvres you manage to get to the gate and pass through safely. You are soon away from the town, having avoided all pursuit. You immediately take the road for Haxhey.

➧ 257



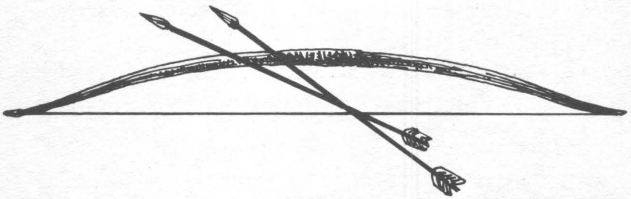
343

You struggle to no avail: your companions easily hold you down, intent on getting their own way for once. Your pleas fall on deaf ears. Will grabs Gisburne's head and forces it back. His long, thin dagger glints with the reflection of the sun, as it draws slowly closer to Gisburne's face, but Sir Guy says nothing.

'This is your last chance, Gisburne,' says Will in a low but deadly voice.

Just as Scarlet prepares to bury the menacing blade in Gisburne's skull, one of your companions cries out.

▶ 170



344

You run across Much in a shady dell. He is studying flowers in a little pond and greets you with enthusiasm. He leads you back to where the band is camped.

Time is getting on and you are worried about the strange portents and omens affecting Sherwood Forest and yourself. You need more information about Sir Jean de Melusine, for one thing! But there is someone else with the party – a woman. In fact, she is the peasant woman you were trying to aid earlier. Marion introduces her as Ellen, the serving-maid from Nottingham Castle.

DO YOU:

ASK ELLEN FOR HER TALE IMMEDIATELY? ▶ 79

GO OFF ALONE INTO THE FOREST TO GIVE THANKS TO HERNE FOR A SAFE DELIVERANCE FROM YOUR ENEMIES? ▶ 9

345

As you dash to one side and reach for your sword, there is a glittering, lazy breeze of steel: Sir Jean's weapon spins dazzingly through the air and slices at your side.

TAKE A WOUND TO YOUR BODY AREA.
IF THIS OVERCOMES YOU ▶ 205
IF NOT, CONTINUE . . .

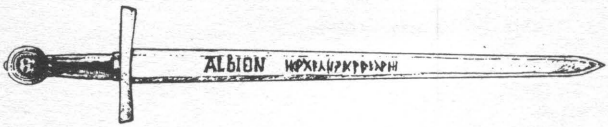
'Can Herne's son do no better?' he sneers, his English thickly accented. Although you have put some distance between the two of you and he has thrown his elegant sword away, he seems alarmingly unperturbed.

He starts whistling strongly. From his pursed lips comes a rushing sound, accompanied by wisps of mist.

His eyes appear to glaze over and the rushing grows until it is a gale buffeting you with unseen cudgels.

You struggle desperately to remain upright and claw your way to the sorcerer, but to no avail. His mocking laugh, echoing above the wind, adds to your determination.

IF YOU HAVE AND WISH TO USE:
THE GOLD FLEECE BROOCH ▸ 355
THE HORN OF CERNUNNOS ▸ 313
THE IVORY DISC ▸ 264
IF YOU HAVE NONE OF THESE ITEMS OR DO NOT WISH TO USE THEM ▸ 217



346

'Don't move,' you call out, pointing an arrow in the direction of the two figures. The Boggans look at each other, then stand silently and wait for you to continue.

'Who are you?' you ask, keeping the arrow trained on them.

MAKE A CHARM ROLL:
3 OR LESS ▸ 369
4 OR MORE ▸ 142

347

You ride along the edge of the forest, aiming to take advantage of the clearer land here to make your way back to the others quickly.

IF YOU HAVE THE IVORY DISC ▸ 215
IF NOT ▸ 29

348

You arrive in Haxhey after a short time. The village is bustling with people putting the finishing touches to decorations for tomorrow's festival. However, not everyone is happy, and you see one woman with a bruised face, which she tries to hide from you. Your friends are dragged off to help in the preparations, while you go and visit your old friend Father Cedric.

His house is warm and welcoming and he tells you of the festival to be celebrated tomorrow: 'Haxhey Ram Day, aye, the best day of the year for us. The Parade of the Lamb, the young men (and some older ones as should know better!) roughing it up in the Hood Game, and the fire on Hoden Hill in the evening to banish the tailless Black Ram.'

Then he sighs . . .

294

349

You stumble to the ground with the strength of the blow. You are winded and forced to pause and recover your breath. The guards react faster than you and surround you with naked steel. You have been ignominiously captured and are completely in the guards' power. They march you through the streets to Nottingham Castle.

400

350

You pause and motion everyone into stillness. Slowly, you crouch, unsheathe your sword and hold it before you; then you steadily turn clockwise. As the tip of your sword passes a clump of bushes, you stop and creep towards them.

With a dramatic yell, leap and flash of steel, you pounce on the bushes. You are rewarded with a cry: you connect with a concealed guard and knock him over. The other puts up only token resistance before

you cleave him from jaw to breastbone and he falls dead. You pounce on the downed soldier and bind him, then manhandle him back to Haxhey, intent on determining his reasons for coming here.

▶252

351

Your ruse is unsuccessful. The villagers leap upon you, grab the Hood and make off. Some of them seem to want to take a souvenir of their encounter with the Hooded Man and wrench you about, leaving you bruised and battered on the ground.

YOU TAKE 2 BODY WOUNDS.

IF THIS OVERCOMES YOU ▶277
IF NOT ▶239

352

As you follow the progress of the parade back to the Moot Hall, you feel the hairs on the back of your neck rise. You've noticed something amiss, but you can't be sure what it is. You retrace your steps to the scene of your altercation with the preacher. Something jogs your memory, and you recall the strange hooded figure who stood quietly behind the other villagers. As you think harder, you can remember the face – the hooked, defiant nose and the piercing eyes. Though shrouded by the hood, the features were unmistakably those of the French nobleman, Sir Jean de Melusine. Somehow, he had slipped unnoticed into the village. And he had very nearly escaped your memory.

You have little time to ponder on this mysterious visitation. Men from other villages are flooding into the village square, edging past the tables and chairs which will later be used for the feast, and into the Moot Hall. It won't be long before the Haxhey Hood Game begins.

▶182

353

The villagers are looking around expectantly, as if waiting for some signal, and seem taken by surprise when the King Boggan hurls the Hood high over their heads.

166

354

You saddle up your horse, recently 'acquired' from one of the Sheriff's hapless guardsmen, and with a wave of your hand to the others you ride off.

NOTE YOU ARE ALONE ON YOUR CHARACTER SHEET.

You know all the forest trails and have no difficulty finding a safe path through to the road which Sir Jean took. You fling a dark cloak about your shoulders and put on a leather cap, and now you look more like an ordinary horseman and less like an outlaw.

Turning your steed away from Nottingham, you gallop along the road south, through the forest. First you come to Fenigley, but no one there saw Sir Jean. His men rode straight through the village. At the edge of the forest lies Elsdon, where a young lad tells you he saw horsemen stop yesterday, but only by the well to draw water for one of the horses, and they spoke to none of the village folk.

There are no other villages along this route to Nottingham. Now you can return to your friends, or carry on to the nearby village of Haxhey, where you know you are welcome.

DO YOU:

RETURN TO YOUR FRIENDS IN SHERWOOD? 347

CONTINUE TO HAXHEY? 229

355

As you take out the gold brooch the storm is at its height: it nearly tears the clothes from your body and it flails your hair as if demons were plucking at it.

Then, before your incredulous eyes, the golden fleece grows into a huge, flapping sheepskin. It soon becomes too bulky for you to hold, then it twists and falls over your head. In the soft, enveloping darkness you struggle helplessly, until the darkness reaches your brain.

LOSE 1 POINT OF POWER AND TAKE 2 BODY WOUNDS.
DELETE GOLD FLEECE BROOCH FROM YOUR LIST OF POSSESSIONS.

MAKE A HEALING ROLL:
−1 OR LESS ▸ 104
0 OR MORE ▸ 205

356

Before you can properly set up the ambush, you hear horses behind you, coming along the road from Hockton. You turn to see who is coming, while your companions scatter into the undergrowth.

Adopting a nonchalant pose, you scrutinize them carefully. Three men in mail with an assortment of weapons are riding beside a cart driven by a monk in a black habit. They come to a halt at a wave from the leading rider who calls out: 'You there! Get out of the road!'

You make no response, hoping he will get closer and give your friends an easier shot. Instead, he motions his outriders to trot forward and deal with you. Before you can signal, arrows fly out at the two men and thud through their armour. They both fall, almost in unison, but while your friends reload, the leader charges you.

▸ 157

357

You enter the alehouse and slap the Hood down on one of the tables. A red-clad figure carrying a huge shepherd's crook hurries through the door behind you, and shouts: 'Haxhey wins the Hood Game! I, King Boggan, do declare this village the winner of the ancient game, as passed down from father to son. May good fortune and fertile soil favour Haxhey for the year that is to come.'

Aelmer tears off his hood and, grinning devilishly, shouts, 'Ale, Hadwin! Ale for the victor of the Hood Game!'

Soon an enormous frothing tankard of ale is being forced on you, and returning Haxhey men are piling into the tavern to celebrate the victory.

You'll have the most honoured seat at the afternoon's feast – that is, assuming you can stay on it! You realize guiltily that you have drunk rather more than you should, as you lurch unsteadily out of the tavern and towards the tables. The fresh air revives you a little, and you await the feast with relish.

YOU ARE DRUNK: ALL YOUR SKILLS ARE REDUCED BY 1 POINT.

▶279

358

The rope strains as Sir Guy urges his mount on. Suddenly, those holding the rope lose their footing and the rope goes slack, allowing Gisburne to press on. The horse gallops off at a furious pace and quickly disappears into the distance, before you can react.

CHECK YOUR USUAL POSSESSIONS LIST:

IF YOU HAVE A HORSE AND WISH TO RIDE AFTER HIM ▶391

IF NOT ▶11

359

The figure is a manic-eyed man, dressed in the manner of a travelling monk or preacher. His wild hair and extravagant gestures draw all eyes to him, as he roughly hauls the lamb over and grabs it.

He holds the bleating creature aloft and cries out: 'People of Haxhey. This is an idol – a blasphemy in the eyes of the Lord. When ye worship an animal, ye sin and profane. Deny it not, worshippers of Satan! The Evil One takes many guises, of which this creature is but one. See its hoofed feet! These be the feet of the Devil.

'Repent ye now, before ye're damned through all eternity! Give up these practices and bow down before the one true God.'

The man looks ready to throttle the poor lamb, and has frightened all the villagers with his fiery speech.

DO YOU:

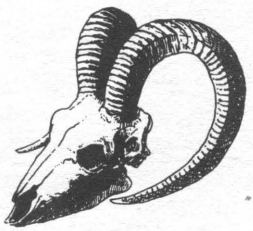
RUN AT HIM TO PUT AN END TO HIS ANNOYING INTERFERENCE IN THE PARADE? ➧ 203

TRY TO SHOUT HIM DOWN AND PERSUADE HIM TO LEAVE HAXHEY IN PEACE? IF SO, MAKE A CHARM ROLL:

0 OR LESS ➧ 123

1 OR MORE ➧ 227

IF TUCK IS WITH YOU, YOU MAY LET TUCK ARGUE FOR THE VILLAGERS, IF YOU CHOOSE ➧ 238



360

You set off back to Sherwood to seek out the rest of the band. Stormclouds gather in the gloomy sky and it begins to rain. You travel as fast as you can without risking being spotted. Once under the shelter of the spreading forest trees, you realize how hungry you are and how long it is since you last ate.

You stop and wait awhile, eating some bread and smoked venison and enjoying a swig of ale. Refreshed, you start off into the forest, searching in earnest.

MAKE A WOODCRAFT ROLL:

2 OR LESS ➧ 224

3 OR MORE ➧ 97

361

This is an ignoble deed which does not befit the likes of Robin Hood or Herne's son, whatever the provocation.

YOU LOSE 1 POINT OF POWER.

➧ 46

362

The Frenchman starts whistling. The sound is eerie: it keens and pierces your ears. You realize that Sir Jean has moved away from you; and as his whistling rises, the breeze seems to rise and strengthen with it.

Soon the sound of his whistling is lost in the howling rage of a gale. Sir Jean is obscured by frantic plumes of

mist whipped by the wind. You battle to stay upright in the sorcerous tempest. You must act now to save yourself.

IF YOU HAVE AND WISH TO USE:
THE GOLD FLEECE BROOCH ▸ 355
THE HORN OF CERNUNNOS ▸ 313
THE IVORY DISC ▸ 264
IF YOU HAVE NONE OF THESE ITEMS OR DO NOT WISH TO USE THEM ▸ 217

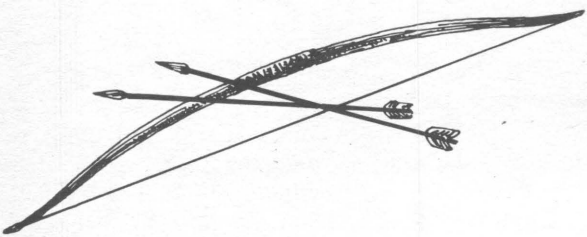
363

As you run among the trees, the mist rises once more. The sounds and whispering you heard subside, and are replaced by echoing laughter. You run as if pursued . . . or possessed.

After several minutes, during which the laughter fades, you suddenly trip over and sprawl on to a pile of moss-covered rocks. Your fall is cushioned, but a large stone, dislodged from the top of the pile, rattles down, strikes your head and you are knocked out.

When you come to, Much is standing over you and daylight pervades the forest. 'Robin, whatever happened to you?' he asks, while he picks you up. You can find no answer. He leads you to where the others wait with Ellen. They question you anxiously and seem as mystified by your story as you. Then Ellen tells you her tale as you sup on curds and hot, spiced milk.

▸ 79



364

You have dashed into a cloth-trader's house. The room you enter serves as a storeroom and shop and a few surprised customers look around. Hurriedly you race through the back door before they can react.

You are now in one of the narrow alleys that run between the streets in Nottingham. It shouldn't be too hard to evade the guards here.

MAKE A STEALTH ROLL:

2 OR LESS ▶ 342

3 OR MORE ▶ 393

365

You wake alone in the forest, blinking in the early-morning sunlight. A bower of wild roses hangs over your head and the sight of the large pink petals

reminds you of the horrific moon of last night, now vanished in the clean light of day. You stretch out your hand to pick one of the flowers as a token of your dream or vision, but you forget the thorns on the branch and come away with not only a rosebud but also a pricked thumb. As a spot of blood wells up beside the bright petals, you wonder if this is an omen, and whether it is good or bad. Then you get to your feet and stretch. After taking a long draught of cool water from the pool, you seek out your friends and wake them.

NOTE WILD ROSE ON SPECIAL POSSESSIONS.

▸386

366

The horse rears and throws you. You land heavily on the ground, and before you can rise, two mailed guards have broadswords at your throat. Completely in their power, you are marched through the grey stone gates along the streets to Nottingham Castle.

▸400

367

Your ferocious strokes quickly lay out the guards and you can turn your attention to helping your colleagues. Much is hard pressed, but you deal with one opponent and he clubs the other.

With several of the Sheriff's men down, you hear a familiar voice: 'Back, back, the rest of you. We'll never get them now.' The man giving the commands sits on a grey horse – it is Sir Guy of Gisburne. He wheels round and rides off with the retreating guards hard behind. You run to get your bow, but the Sheriff's men are out of range before you can string it and fire. At least you have seen them off. But how did they know where to find you?

▸102

368

The two stocky Elsdon men try to bar your way as the Hood-carrier races on. You smash into them, flailing your arms in an attempt to get past.

MEN OF ELSDON:
COMBAT SKILL = 4
EACH

FIGHT 3 ROUNDS AGAINST THESE TWO MEN TOGETHER. REMEMBER YOU ARE FIGHTING WITHOUT WEAPONS.

☐☐☐

IF YOU GET A KNOCK-BACK RESULT OR OVERCOME ONE OF THEM ➧219
OTHERWISE ➧13

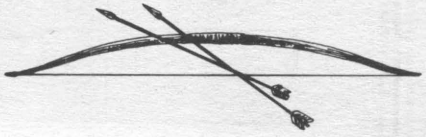
369

'We're soldiers of Sir Jean,' says one, but the other shouts, '*Fou*!', and leaps on him. There is a brief scuffle and then a sickening crunch as a club makes contact with a man's skull.

The remaining Boggan jumps to his feet and charges you, screaming, '*Pour le seigneur*!' He has no chance to reach you. Your arrow takes him in the chest, and he tumbles back down into the dell.

There is nothing more you can do here. You sling your bow across your back and hurry off to Haxhey.

➧152



370

The last few hours have exhausted you with pain and worry. You easily fall asleep, but your dreams are troubled.

Black clouds roll in across the blue sky, obscuring the sun. It grows darker and yet strange lights flash around you – sickly yellow and luminous green. The ground shakes and you see it split apart like a toothless grin.

From the crack rises a hideous beast. Smoke billows around it, confusing you, and as it clears you see it has a head like the bleached skull of a ram. Curling horns shine amber and the pits of its eye-sockets are black as deepest night. Suddenly it rears its cloven-hoofed arms to strike you down and you have to defend yourself.

BEAST:
COMBAT SKILL = 8

THE POWER OF DARKNESS IS WITH THE BEAST. IT REDUCES THE EFFECT OF ALL WOUNDS IT SUFFERS BY ONE DEGREE:

e.g. B = NO EFFECT
BB = B
† = BB

IT IS STILL AFFECTED BY KNOCK-BACKS. MARK WOUNDS YOU RECEIVE FROM THE BEAST WITH AN 'O' INSTEAD OF AN 'X'.

IF THE BEAST DEFEATS YOU, YOU LOSE 1 POINT OF POWER.

ALL THE WOUNDS YOU TOOK FIGHTING THE BEAST DISAPPEAR WHEN . . .

You wake up suddenly, glad to be out of the nightmare – until you realize that lying beside you are a few shards of ancient bone.

DO YOU:

ASK THE WOMAN TO TELL YOU HER STORY? ➧79

GO OFF INTO THE FOREST TO SEEK ADVICE FROM HERNE? ➧9

371

Suddenly, on the path ahead of you, you see two guards dressed in the livery of Sir Jean de Melusine. They have heard your approach and stand their ground belligerently. As soon as you get close enough, they attack.

GUARDS:

COMBAT SKILL = 5

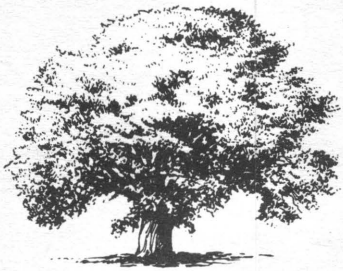
EACH

IF YOU HAVE ALREADY FOUGHT THESE GUARDS, TRANSFER WOUNDS TO THESE DIAGRAMS (FROM PARAGRAPH 220).

IF YOU ARE ALONE, YOU WILL HAVE TO FIGHT BOTH THE GUARDS TOGETHER: SEE RULES FOR FIGHTING MORE THAN ONE OPPONENT.

IF YOUR COMPANIONS ARE WITH YOU, THEY WILL FIGHT THE GUARD WITH THE MOST WOUNDS, OR THE SECOND GUARD, AND OVERCOME HIM.

IF YOU ARE OVERCOME WHILE ALONE, YOU LATER AWAKEN ▸ 156
IF YOU ARE OVERCOME WITH FRIENDS ▸ 381
IF YOU OVERCOME THE GUARDS ▸ 390



372

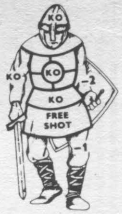
You go along the woodland road as fast as you can, but Gisburne does not appear. The images of trees, branches, stones and sunbeams start to whirl and merge in your mind, until you are startled back to normality.

Just up ahead is Sir Guy's grey horse, but there is no sign of the rider. Then you hear a squeal from the trees. A small form hurtles from the bushes and falls on the road, crumpled and sobbing. He is shortly followed by Gisburne, holding another young lad roughly by the arm. Gisburne's immaculate blue velvet cloak and normally blond hair are drenched and dyed a purplish red, and there is a smell of elderberries. He seems to have run into the boys' practical joke – and they have been caught by him. As he starts tying up the other boy, you creep up on him. Before you can get very close, he notices you and draws his sword.

'All right, Wolfshead,' he snarls. 'If this is your idea of humour, let's see how you laugh when I dye your famous hood with your own blood!'

SIR GUY OF GISBURNE:
COMBAT SKILL = 9

IF THE COMBAT LASTS MORE THAN 8 ROUNDS, GISBURNE SUFFERS IN HIS MAIL, AND HIS SKILL IS REDUCED BY 1.



IF YOU OVERCOME SIR GUY ➧ 179
IF HE OVERCOMES YOU ➧ 26

373

The priest's little house is rather full: your companions are there and a number of villagers. A tall man comes out of the back room and introduces himself as Aelmer.

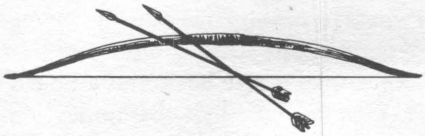
By his bearing you recognize him as the headman of the village. He looks troubled and you see also that Father Cedric's house is much disturbed. Aelmer ushers you into the priest's bedroom.

Father Cedric lies on the bed; his head is bandaged, and he is being tended by a village woman. He looks at you, distraught: 'They've taken it, Robin,' he says. 'The horn of Cernunnos. How can we have the festival without the horn?'

Marion explains: 'Armed men attacked Father Cedric and ransacked his house last night. We arrived early this morning after getting worried about you and hearing where you were from a farmer. Father Cedric thinks the men may have been sent by Sir Jean. One had a French accent.'

IF YOU WANT TO LEARN MORE ABOUT HAXHEY RAM DAY ▸ 202

IF YOU ALREADY KNOW ABOUT THE FESTIVAL ▸ 46



374

A shout goes up among the villagers. A sharp-eyed boy has spotted some men running towards the village. You rush with the others to see who it is, and whether they have the Hood. You quickly make out the hulking frame of Little John pounding across the fields, the Hood seeming very small in his mighty grasp.

As you watch, two of his pursuers try to tackle him. They cling on for dear life as Little John continues to run, but they drop off when he hits them with the Hood.

John puts on a burst of speed which is quite remarkable for such a huge man, thunders into the village and makes straight for the alehouse. The villagers cheer, and you hear Aelmer loudly calling for ale. By the time you enter the tavern, John has already downed a huge tankard of ale. He gets steadily more and more drunk as the Haxhey men arrive back and all hasten to the alehouse to congratulate their champion.

The victory celebrations last over an hour, and when you leave to take your place at the feast it is without Little John, who is snoring fitfully on the floor of the alehouse!

DELETE LITTLE JOHN FROM YOUR LIST OF COMPANIONS, AND JOHN'S STAFF FROM YOUR LIST OF POSSESSIONS.

▶ 279

375

You grow angry as Gisburne continues to stay silent. His words ring true in your heart – you could not kill a man in cold blood. Even threatening to release him defenceless in the depths of Sherwood does no more than add to Sir Guy's unusual resolve.

IF TUCK IS WITH YOU, HE SUDDENLY SPEAKS OUT ▶ 170

IF NOT, MAKE A PERCEPTION ROLL:

0 OR LESS ▶ 327

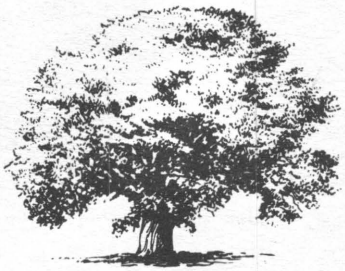
1 OR MORE ▶ 308

376

'. . . I stumbled right into Sir Jean, who had dismounted to argue with Gisburne. So I pushed him, hard, and he fell over. It was just the diversion I needed, and at the same time I seem to have torn this gold brooch from his cloak. I dashed for the fields, with Gisburne's men in pursuit. I think I was nearly hit by their crossbows a couple of times, but those useless men in their heavy armour were no match for me when it came to running and dodging. I hid in a hedge for a few minutes, until I heard Gisburne call his men back to see to Sir Jean, who by then was exceedingly angry! You should have heard some of the names he was calling Gisburne. I almost felt sorry for poor Sir Guy.'

Marion's story heartens you, but you know you can't stay here for long.

▸ 49



377

You feel someone poking you in the ribs. You look round and see Father Cedric waving his stick at you. He says, 'Robin, they're waiting for you: the horn needs to be blown. Will you do the honours and start the game?'

You smile and, raising the horn to your lips, sound a mighty blast. The King Boggan hurls the Hood into the air . . . and the game commences.

▸ 166

378

The preacher's words fill you with foreboding. Have you done the right thing? Is there some truth in what the man says?

Without the lamb, the parade must be abandoned, and you sadly return to the Moot Hall, where preparations for the Hood Game are under way. The hall is full of men who have come from other villages to take part in the game, and you try to cheer yourself up by joining in the anticipatory banter. But it is to no avail, and you leave the hall as miserable as you had entered it. Looking up, you see a cloud pass across the face of the sun. Is it your imagination, or does the cloud resemble the skull of a ram? And does it really turn a sickly blood-red? The cloud passes, but leaves a shadow over your heart.

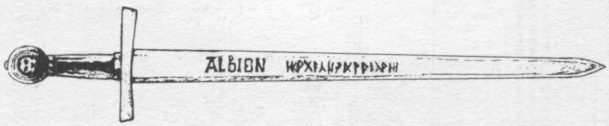
LOSE 1 POINT OF POWER.

182

379

The Elsdon men aren't expecting anything like your startling move and they watch dumbfounded as you sail over their heads and land on the soft carpet of pine needles. Then you are off and after the Hood-carrier.

219



380

The woman shrieks hysterically: 'Murderer! Betrayer!'

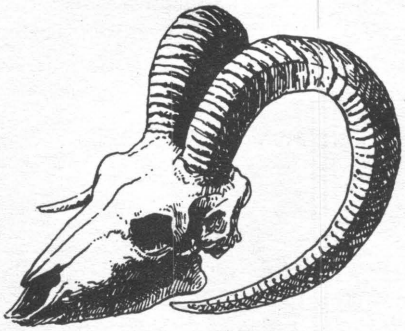
Her shouts draw the attention of all the villagers and they gather round, their faces showing signs of alarm.

Even Father Cedric's words cannot calm her and he hurries you out of the way before any more harm can be done.

'Elizabeth has never forgiven you and your men for her brother James's death,' he explains. 'I think you ought to leave now and give her time to calm down. I shall talk to her before tomorrow's feast.'

You have no choice but to leave and seek out your friends.

▶ 360



381

Your friends knock out the remaining guard and help you to your feet.

With one guard dead and the other badly injured, you order him bound and return to Haxhey. There you must try to make him talk, but first someone must attend to his wounds. On the body, you find a peculiar horn, but ignore it, mistrusting its origin.

MAKE A HEALING ROLL ON THE SOLDIER:

IF TWO OR MORE WOUNDS ARE HEALED ▶ 252
IF ONE OR FEWER WOUNDS ARE HEALED ▶ 310

382

The light leads you through the forest and down a narrow gorge. As you walk along it, you begin to make out some of the words whispered by the invisible voices: 'Herne's son . . . the Hooded Man . . . Robin i' the Hood,' they are saying. When you come to the glittering waterfall, you realize that Herne has sent messengers to guide you to his cave.

You pass through the veil of water, a veritable tapestry of silver threads in the moonlight, then down a watery tunnel and into a large cavern, where you are welcomed by Herne. He offers you a simple meal of barley bread and wild forest mushrooms.

➧ 140

383

The door bursts open and there stands Little John, smiling. Behind him you can see the others, holding two men prisoner. One is a guard, dressed in the Sheriff's colours, while the other is a peasant farmer.

'We've got Albion back for you Robin,' says Little John and hands you the magical sword with the Power of Light and Darkness.

The rest of the band come into the house and you help yourselves to some of the farmer's oatcakes and stewed fruit in compensation for his tying you up. You discuss with the others what to do next, and eventually decide to reconnoitre the places Sir Jean may have visited on his way to Nottingham.

IF YOU GO ON YOUR OWN ▸ 354
IF YOU GO WITH YOUR COMPANIONS ▸ 165

384

You find a good site, and not a moment too soon. In a couple of minutes you hear horses coming along the road from Hockton. There are three mailed guards flanking a cart drawn by a mule and driven by a black-habited monk.

With whispered commands, you direct your companions' fire against the two outriders, while you shoot at the leader.

MAKE A RANGED COMBAT ROLL: RANGE NUMBER = 4

IF YOU OVERCOME THE MAN WITH A SINGLE SHOT ▸ 304
IF NOT, YOU MUST RUSH OUT AND ATTACK HIM ▸ 157 AND MARK ANY WOUND YOU HAVE GIVEN HIM

385

The power in your sword appears to put the sorcerer off momentarily, which enables you to press an advantage. You charge at him with Albion held high where it catches the sun's warming rays. Sir Jean moves to defend himself with his jewelled sword.

SIR JEAN DE MELUSINE:
COMBAT SKILL = 7

IF SIR JEAN OVERCOMES YOU ▸ 205
IF YOU OVERCOME HIM ▸ 4

386

After a hearty breakfast of bread and ale, you set off for Nottingham. Marion has disguised herself again, this time as a dairy-maid, so that she has an excuse to get into the servants' quarters in the castle. You walk through the green splendour of Sherwood Forest, avoiding the paths and roads where you might be seen. Near the town, the forest ends and you and Marion leave the rest of your band behind and dodge along the lane. You see the walls of the town ahead and get almost to the huge wooden gates set in the stone arch, but then you see that there is a commotion beneath them.

You cannot really make out who is there or what is happening. Perhaps you ought to investigate this further, while Marion tries to sneak in.

DO YOU:
INVESTIGATE CLOSER YOURSELF? ▸ 311
LET MARION GO ALONE? ▸ 20

387

You creep into the priest's dwelling and hear sounds coming from the small back room where Cedric sleeps. The men are hurling chests and bedclothes about in a wild search for something, and you can look into the room without being seen.

There are two soldiers, wearing the livery of Sir Jean de Melusine. Because you have the advantage of surprise, you could take a Free Strike at one of them with your sword, if you wish.

DO YOU:

ATTACK THEM? ➧ 248

CREEP BACK OUTSIDE AND REJOIN YOUR FRIENDS? ➧ 201

388

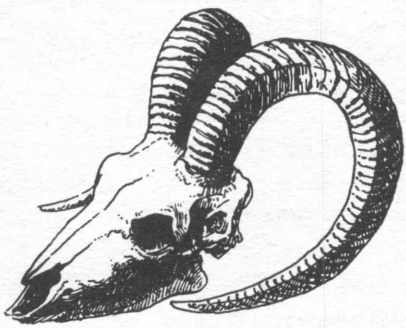
The preacher is nimble and tries to avoid you. You must grapple with him.

MAKE A HAND-TO-HAND COMBAT ROLL (REMEMBERING THAT YOU ARE NOT USING ALBION):

−3 OR LESS ➧ 12

0 TO −2 ➧ 38

1 OR MORE ➧ 83



389

The two Boggans lie dead on the ground. You examine one of them, looking for some clue to the mystery. When you rip open his baggy Boggan suit, you find the mail shirt of a man-at-arms. He wears no livery, but you have your suspicions as to whose men they are. You abandon the bodies and press on for Haxhey.

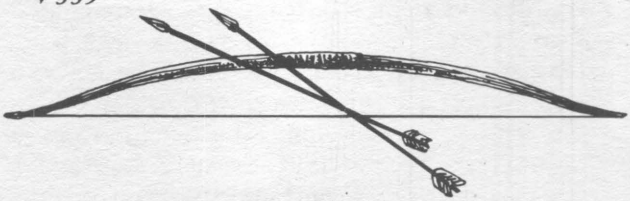
IF YOU HAVE THE HAXHEY HOOD ➧ 168
OTHERWISE ➧ 152

390

Having overpowered both the men, you drag them unceremoniously back to the village. Suddenly one, who has recovered without your noticing it, jumps to his feet and runs off.

You unsling your longbow and pull an arrow from the quiver on your back, keeping an eye on him all the time. You draw, line up on his back and let fly. With a satisfying thud, the missile smacks into him and he collapses. When you check the body, you find a peculiar horn, but ignore it, mistrusting its origin.

➧ 339



391

The only thing to do is give chase. You leap on the horse and dash off in pursuit. Gisburne has only a narrow lead – but you have already seen proof of his excellent skill at handling horses.

MAKE A RIDING ROLL:
−1 OR LESS ➧ 114
0 OR MORE ➧ 372

392

'She's upset my 'ens and prob'ly stolen their eggs, Wolfshead, that's what she's done,' says the farmer, clearly not impressed by your name. He swings his staff at you, intent on teaching you a lesson.

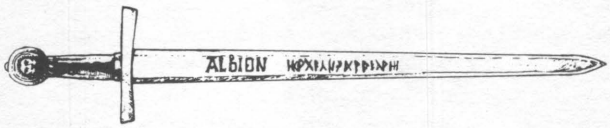
175

393

You stumble over a carelessly dropped beer flagon just as a guard passes the end of the alleyway. He peers in, sees you and raises a cry.

You must act swiftly, so you grab a weapon and attack. You are close enough to the town gate to make a run for it, if you get the chance.

159



394

You choose one of the small copses, which seems ideal for your requirements. The others hide with bows ready and swords to hand. You are concealed by a tree-trunk and plenty of undergrowth. You stick half a dozen arrows point first into the ground in front of you, so that your bowfire will be as rapid as possible.

A long wait follows. From time to time you carefully shift your position, easing tired and cramped muscles, but you are well used to such waiting. A drover with a small herd of young dairy cattle passes by and you remain hidden.

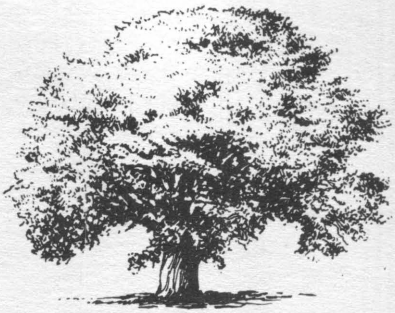
Eventually there is a signal cry from Much, who is acting as look-out. The sound of horses and riders soon reaches your ears.

185

395

You have succeeded in making off with the horse, a large and handsome bay mare. She carries you away well and speedily. However, your attempt to infiltrate the Sheriff's town has failed and you can only return to Haxhey no better off than when you left it. You let the mare loose on the Nottingham road, well clear of the village.

➧257



396

Alison leaves and you turn your attention back to the parade. Cerys and the other children have already walked around the square and past the church, and are now heading down a lane towards some of the nearer farms. The adults follow from the square and you join them.

The lane passes between two rows of pollarded willows. As Cerys walks ahead with the beribboned lamb, a dark-robed figure suddenly jumps out from behind the trees and snatches the silken leash from her.

➧359

397

You must now also fight the second farmer. He is much bigger and stronger than the first man and has a nasty agricultural implement fixed to the end of his staff. He grins like a bully and looks very capable!

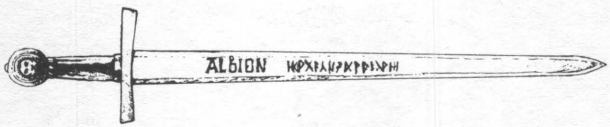
DO YOU:

RESOLVE THE FIGHT IN THE USUAL WAY? ▸ 160
USE A POINT OF POWER? ▸ 10

398

Reunited with your friends, you set about persuading Gisburne to talk. He is as reluctant as ever and proudly refuses to have anything to do with wolfsheads. He appears unconcerned by threats to his own life, and gibes, 'You won't kill me anyway. You *can't*, Wolfshead.'

IF WILL SCARLET IS WITH YOU ▸ 210
IF NOT ▸ 375



399

'Ah, Robin. Your words reach my heart and I can think only of the people of Haxhey. Let's just say that if you happened to be the other side of Hockton in the next couple of hours, someone with a heavy cart might run into trouble.' Father Cedric shakes his head and crosses himself. 'And may God forgive me!'

You leave Father Cedric with his conscience, promising him that you will try to protect the lives of the tax-collectors.

IF YOU ARE ALONE ▸ 316
IF YOU ARE WITH YOUR FRIENDS ▸ 189

400

You are taken to the great hall of Nottingham Castle and there wait under heavy guard; Gisburne stands by gloating. Before too long, the Sheriff enters with his chaplain.

'And what is this you've brought me, Gisburne?' asks the Sheriff, his voice pleased and surprised, but still retaining a cutting edge. 'Can this be Robin Hood? Surely this is a miracle worthy of St Paul!' He turns to the chaplain.

'What do you think, Walter? Shall we suggest to His Holiness that Sir Guy be canonized, eh? St Guy of Nottingham!' He laughs and claps Gisburne on the back. 'Let's make sure he doesn't get away again . . .'

Men-at-arms roughly haul you off to the dungeons where you are thrown into a dank, dark pit. The only light filters through the square grille high above you.

Something shuffles towards you and you turn, alarmed. A raggedly, long-haired man has come out of a dark corner and holds something cupped in his outstretched hands.

'Say hello to Arthur,' he croaks, and a tame rat pokes its head between the old man's fingers. Then he turns away and mutters 'Feet first, it's the only way . . .'

Well, it might be for you. Even if you are rescued, you somehow know it will be too late to stop the threat – and soon a new terror will stalk the world.

THE END

COMBAT RESULT TABLE

COMBAT RESULT	OPPONENT'S SKILL/RANGE NUMBER 1	2	3	4	5
−8	– / †	– / †	– / †	– / †	– / †
−7	– / LL	– / LL	– / LL	– / BB	– / BB
−6	– / †	– / †	– / †	– / †	– / †
−5	– / ow!	– / AA	– / BB	– / LL	– / AA
−4	– / AA	– / †	– / AA	– / AA	– / BB
−3	– / †	– / BB	– / BB	– / BB	B / LL
−2	– / LL	– / LL	B / LL	B / ow!	– / A
−1	– / BB	B / ow!	– / ow!	– / A	– / ow!
0	B / ow!	– / BB	– / A	B / BB	L / BB
+1	– / A	L / A	B / BB	– / L	– / L
+2	– / BB	– / BB	– / L	L / B	B / B
+3	– / LL	– / ow!	ow! / B	B / ow!	ow! / A
+4	L / BB	B / B	L / ow!	ow! / A	B / ow!
+5	– / L	– / L	B / B	L / B	L / –
+6	B / B	– / B	L / A	A / L	A / L
+7	– / ow!	A / ow!	A / B	BB / B	BB / ow!
+8	A / A	BB / L	BB / L	LL / ow!	LL / –
+9	BB / L	LL / B	LL / ow!	BB / –	BB / B
+10	LL / B	AA / ow!	AA / –	AA / B	AA / –
+11	AA / ow!	BB / –	BB / B	BB / –	† / –

COMBAT RESULT TABLE

COMBAT RESULT	OPPONENT'S SKILL/RANGE NUMBER 6	7	8	9	10
−8	– / †	– / BB	– / †	– / †	– / BB
−7	– / BB	– / †	– / BB	– / AA	– / AA
−6	– / †	– / AA	– / AA	B / B	– / ow!
−5	– / AA	B / LL	B / LL	– / ow!	B / A
−4	B / LL	ow! / A	– / B	L / BB	L / LL
−3	– / A	– / ow!	L / BB	B / LL	B / L
−2	L / ow!	B / BB	B / ow!	ow! / L	L / B
−1	– / BB	L / B	ow! / A	B / B	ow! / A
0	B / L	B / A	B / L	A / A	B / L
+1	ow! / B	A / B	A / B	L / –	A / ow!
+2	L / A	B / L	B / –	B / ow!	B / B
+3	B / L	L / –	L / B	ow! / L	ow! / –
+4	L / –	ow! / B	ow! / –	A / –	BB / B
+5	A / ow!	BB / L	BB / ow!	BB / B	A / L
+6	BB / –	A / ow!	A / L	LL / –	BB / –
+7	A / B	BB / B	LL / –	BB / –	LL / –
+8	LL / –	LL / –	BB / –	AA / –	AA / –
+9	BB / –	AA / –	AA / –	† / –	† / –
+10	AA / –	BB / –	† / –	BB / –	† / –
+11	† / –	† / –	† / –	† / –	† / –

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Skill Result Table

SKILL RESULT	*SKILL USED* Healing	General
−8 or less −7 −6 −5	Any 4 wounds	4
−4 −3 −2	1 body and any 2 other wounds	3
−1 0 +1	1 body and any 1 other wound	2
+2 +3 +4	Any 1 wound	1
+5 +6 +7 +8 or more	No wounds	None

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The cover shows Jason Connery as Robin Hood in Robin of Sherwood, *an HTV production in association with Goldcrest TV Ltd, produced by Esta Charkham and Paul Knight*

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